

REVIEWED
STREETFIGHTER II

A DIFFERENT WAY OF LOOKING AT THINGS

AMIGA ACTION

FINAL PART OF OUR MASSIVE FULL GAME GIVEAWAY

EXCLUSIVE Team 17 RPG

The SPERIS LEGACY

PLUS
MORE TIPS THAN A FIELDFUL OF
ASPARAGUS IN OUR...

TIPS SPECIAL

DISK 1

TIMEKEEPERS



Vulcan storm back
with an epic puzzler

AMIGA
ACTION
SEPTEMBER 1995

DISK 2

THE THUNDER RABBIT

3RD AND FINAL PART
OF OUR MASSIVE
FULL GAME
GIVEAWAY



AMIGA
ACTION
SEPTEMBER 1995



IDG
MEDIA

ISSUE 74
SEPTEMBER 1995
£4.25 Hfl 18.95
OVERSEAS £4.25

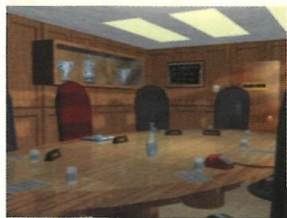


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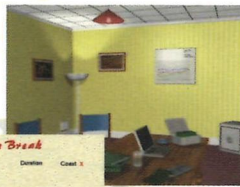
ALSO INSIDE: GLOOM TIMEKEEPERS TOP OF THE LEAGUE

MANAGEMENT AND ARCADE ACTION IN ONE PACKAGE!

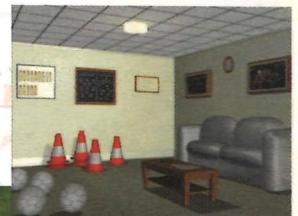


Boardroom

Financial Director



Coach's Room (Amiga)



Stadium Night



Take a Break

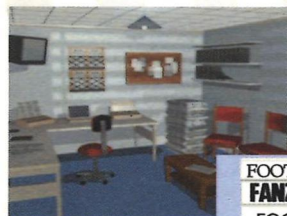


The Coach

Stadium Day



Group Coaching

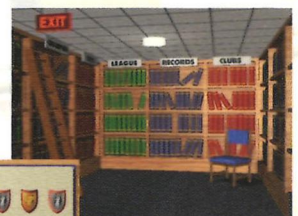


Press Room

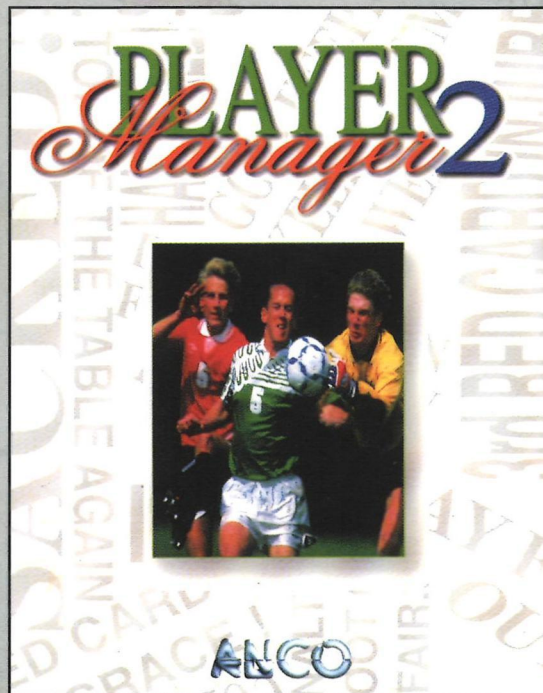
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Archives



History



Top Down

Isometric

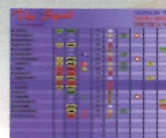


Side View

Squad screen

Player Information

Setplays



Tactics (Amiga)

Manager's Office (Amiga)



Team Talk

Match Day



TEST YOUR MANAGERIAL DECISIONS WHERE THEY COUNT - ON THE PITCH!

AMIGA £19.99

PC CD-ROM £29.99

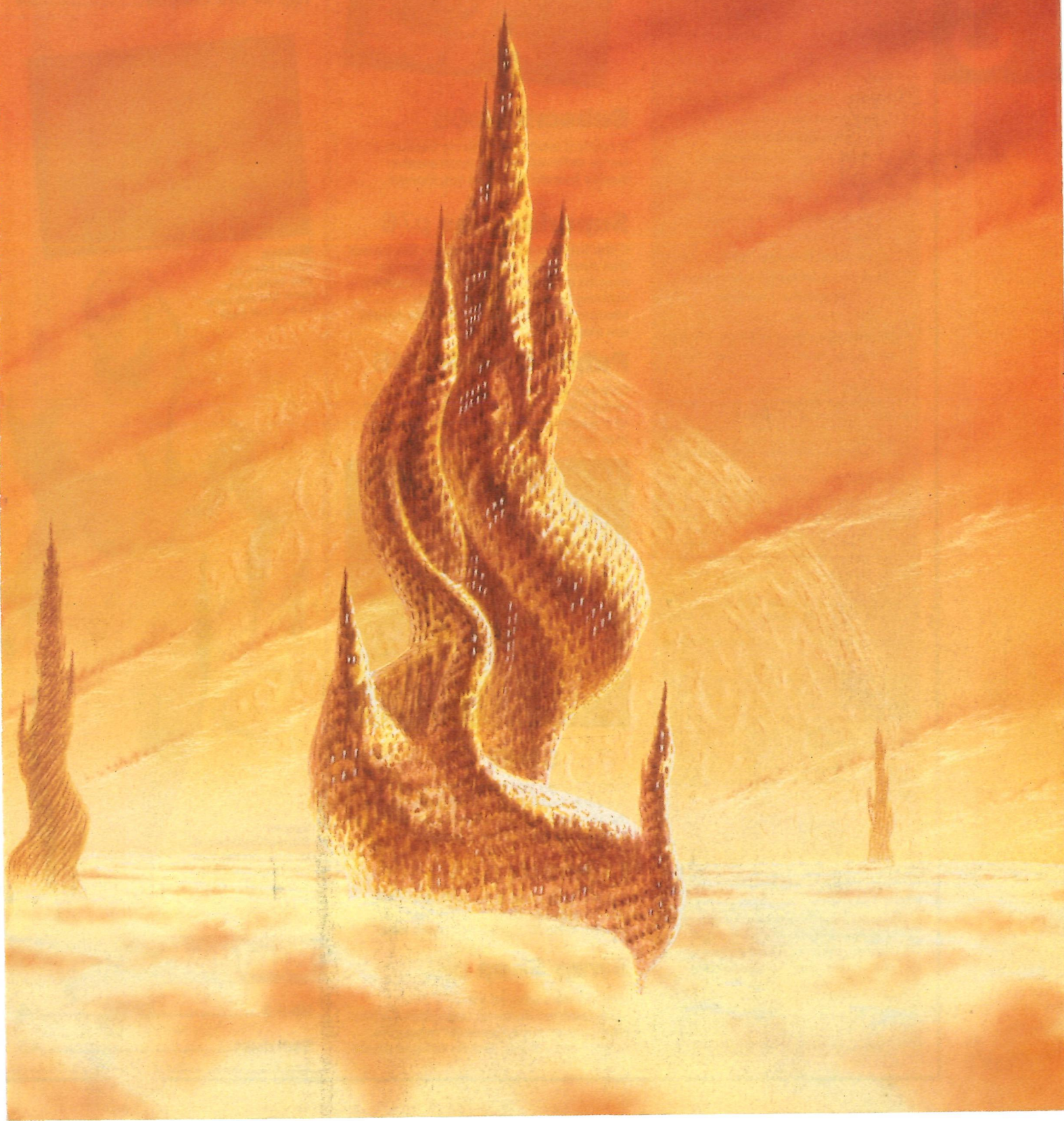
ANCO

Published by Anco Software Ltd, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Screenshots are PC and Amiga shots and are representative of gameplay only and may vary from format to format. Player Manager 2 requires a joystick. Amiga min 1 Mb.

AVAILABLE FOR
AMIGA & PC CD ROM

“Bad sportsmanship. A ruthless minority of people seem to have forgotten good old-fashioned virtues. They just can’t stand seeing the other fellow win. If these people would just play the game...”

Mr Helpmann (Peter Vaughan, Brazil)



Contents

AMIGA ACTION

HERE THEY ARE:
THE ENTHUSIASTIC CROWD

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SPECIAL THANKS TO:
Work for not piling up at all, seven magazines for not needing doing in the next three weeks, Simon Jones for sending the beer (ooh it arrived! - no, it did), office space for getting larger and larger (it's like being in a hangar, it really is), Fiona for certainly not hogging Paul's (Internet) Mac, some bloke called Kier for supplying the music (the songs we're singing, thanks for all... etc.). And that's it. No-one else. Oh, er and Neil for being a scrooge fest.



Coverdisk enquiries should be directed to the hotline number as detailed on page 9.

We regret that we cannot answer your disk and cheat queries over the phone.

Do not ring us.
Do Not ring us
Dooooooooooooonotringus

Thang of the month... Muller.

News p10

Newsounds that we are we bring you the usual three pages jam-packed with gossip, idle speculation and downright scandal. Jeepers.



Subscribe p68

It really is worth subscribing because we've definitely got at least another twelve months left in us yet. Honest.

Superleagues p76

If the lists were to contain only the games that have been released in the last six months or so there would be absolutely nothing Super about them at all. Mediocre Leagues would be a lot nearer the mark

Public Domain p46

Chances are we'll be extending the PD section in the near future. How does 84 of it pages sound to you? What a treat that will be! Watch this space...



Win! Stuff pp48/31

Page 48 gives you the chance to win some stunning fashion jackets emblazoned with the Virocop and Speedball logos while on page 31 you can win a punchball!

Talkback p73

A guest is drafted in to quell the rising tide of outrage stirred up by Paul's foul mouth. Who is it? Yes, it's Thora Hird!

Swap Shop p80

This month's feature ad: Semi-talented editorial team seek gainful employment on a successful magazine. Almost any subject, but no Amigas please.

Reviews p21

Full price

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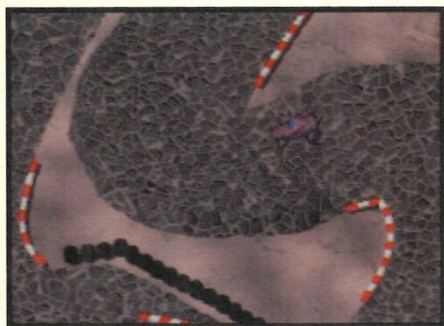
Gloom
Doom rears its ugly head once again but this time it's not half bad!



Super Streetfighter II
US Gold hit the spot with a quality beat 'em-up

Budget p34

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Stardust	45



Wheelspin

Skidmarks clone. Is it as good? Dunno...

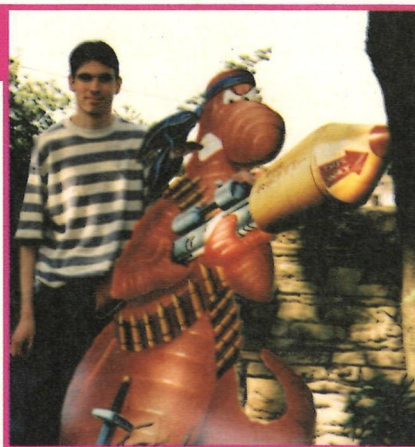
Features

Earthworm Andy p16

Possibly the last outpost for good Amiga games is Team 17. Arriving shortly before Christmas on about a hundred different formats, Worms will undoubtedly cause a stir. We take an early look

Do a Game! p40

Remember when we asked you to program us a game? Well some of you have and we've done a sort of mini review thang on some of the best. You never know, yours could be there!



Preview p50

Wheelspin50

Game Guides

Indy Part 17 p62

This'll have to be the last part because Fiona is steadfastly refusing to set another one. Ever. Fortunately it is the last bit so it doesn't really matter

Get Your Tips Out for the Lads! p55

In a desperate attempt to put something substantial in the magazine we cobbled together a massive seven page feature of tips for games both old and new. Here you'll find tips for classic games sitting comfortably beside cheats for today's less impressive efforts



Son of Boggit p64

The repulsive Son of Boggit is, as usual in a bit of a state. Trapped in the sewers of the Grundertrolley Palace he's wallowing in filth even more than usual at the moment. Then again, he seems to enjoy it.



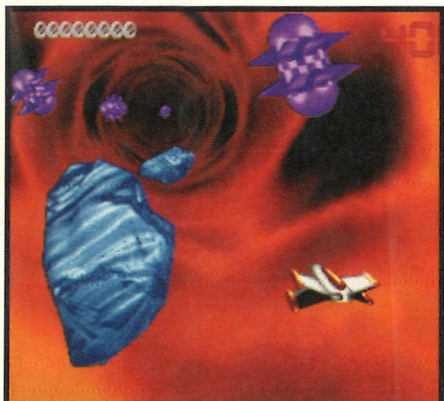
Top of the League

Footy management games are one of the few things we have in abundance. Here's another



Timekeepers

Love 'em or hate 'em, everyone pays attention when Vulcan release a game.



Stardust

Six quid. For Stardust. We've got to be kidding. We're not you know

Coverdisks p6

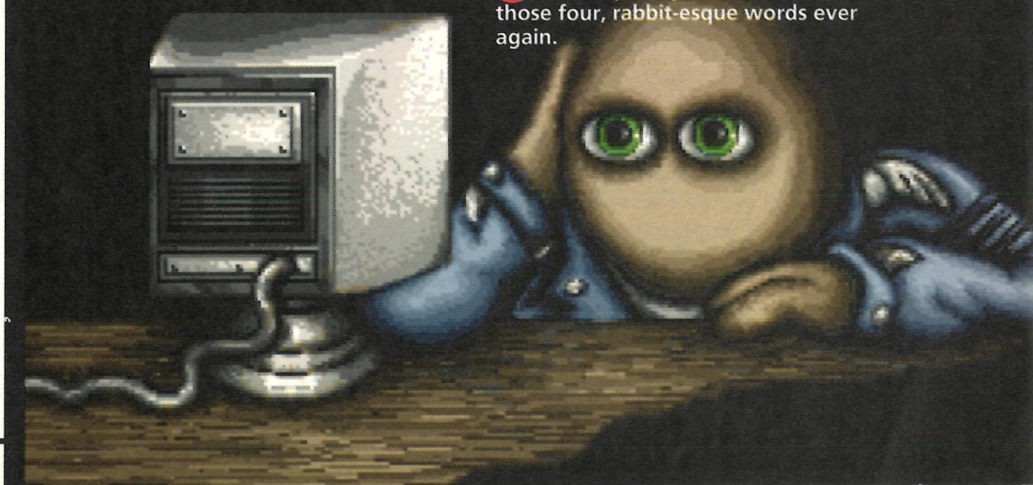
TIMEKEEPERS

Vulcan follow up Valhalla with Timekeepers, a game which couldn't possibly cause as much controversy as their last one.

Timekeepers is an all out puzzler and we've got a massive demo of it for you to while away a few hours with.

QUICK THE THUNDER RABBIT FULL GAME Pt 2!

A lot of people would have not bothered finishing this off after the month we've had. You would not believe the hassles we've gone through for simply trying to provide you, our loyal readers, with a magazine that's actually worth buying. Anyway, here's the final disk of it and hopefully we'll never hear those four, rabbit-esque words ever again.



You simply would not believe the furore caused by last month's fabulous full game giveaway. It seems that we inadvertently upset our rival publishers by giving our loyal readers such a wonderful gift. Obviously, we're really, really sorry and we'll make sure our readers never get such good value for money again (sarcasm, in case you can't tell).

Anyway, this month we've got Disk Three of Quik the Thunder Rabbit for you. By now you should have progressed far enough to utilise it and hopefully our timing should be perfect.

On the other disk is a massive demo of Vulcan's pseudo-follow-up to the legendary Valhalla, Timekeepers. Guaranteed to keep you happy for weeks we reckon that this month's coverdisks offer great value for money. Whether Future like it or not.

REMEMBER...

Quik the Thunder Rabbit is large, and fully playable. The first part was included on last month's disks. Find out how to get them on the opposite page

Cover Disks

PART 2 OF YOUR F **QUIK THE**

Quik is on a mission – a mission to find food. Why? Well, because there's a bit of a carrot drought in good old Angel's Meadow, and Quik is the lucky/unlucky one who has been selected to travel to the distant Ice World to meet the friendly sorcerer Quok.

Quok is the sole owner of the Ultimate Seed which can produce as many carrots as are needed, but to get to him, Quik must use his incredible speed and strength to tackle several foreign lands full of nasty enemies hell bent on preventing his success in the mission.

Time is also running out so Quik must collect clock icons to keep things ticking (groan) along nicely, and if he is to survive his hazardous quest he'll need to replenish his energy by partaking regularly of the food and water icons which litter the route.

Should he succeed in all of this he'll have to face the notoriously evil Beastmaster before the Ultimate Seed can finally be his and Angel's Meadow is saved for eternity. (That means for ever). Hurrah!

**TIME
REMAINING
IN DAY**



**NUMBER OF DAYS
PASSED**

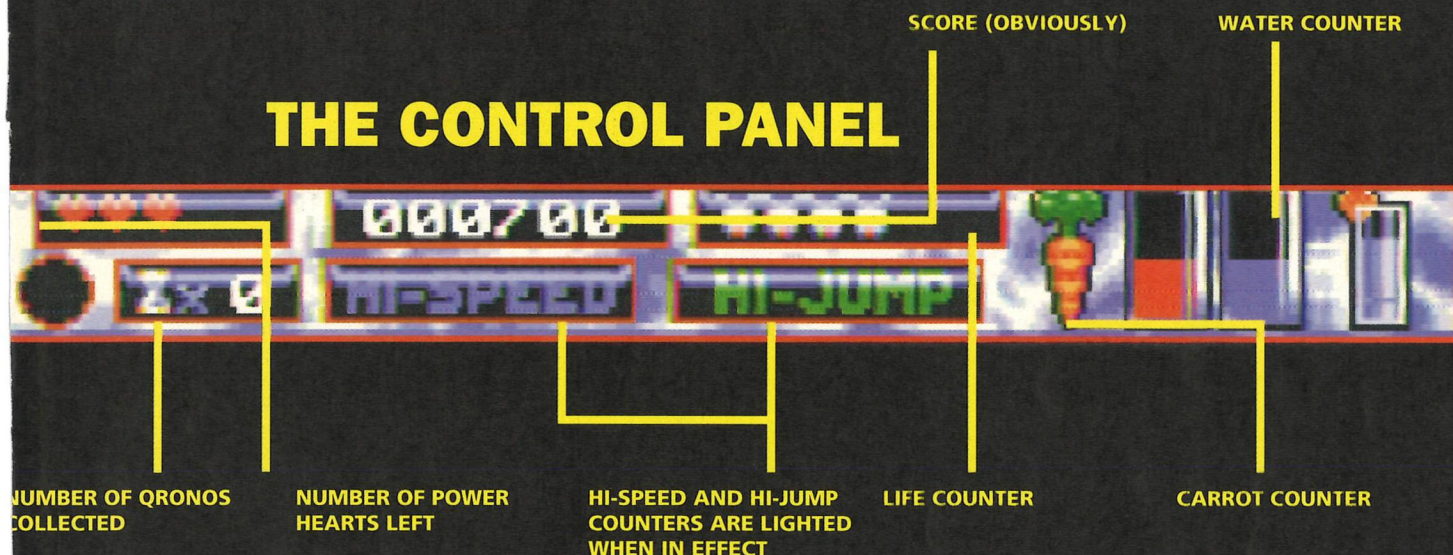
WORTH £20!



FREE FULL GAME FROM AMIGA ACTION!

THUNDER RABBIT

THE CONTROL PANEL



LAST MONTH'S DISKS FOR TWO QUID!

What? You don't have last month's two Quik the Thunder Rabbit disks? Well, you simply don't deserve to own the other two then for being such a cheap-skate. How dare you miss an issue of Amiga Action! Fortunately you can get yourself off the hook by sending us a mere two quid for Disks One and Two. That way you can actually use the fabulous Disk Three that is bolted to the cover of this very issue. And what a treat it is. Once you've reached the point where you require Disk Three, simply bung it in and you'll instantly have another set of levels to explore. Oh joy! Remember, Quik isn't available in the shops so don't miss out on your chance to own this great game. Send a cheque or postal order for £2 (to cover the cost of disk duplication and postage) made payable to IDG Media to the following address:

QUIK THE THUNDER
RABBIT OFFER
AMIGA ACTION
MEDIA HOUSE
ADLINGTON PARK
MACCLESFIELD
SK10 4NP

**NOT
AVAILABLE IN
THE SHOPS**



Timekeepers

Vulcan Software
All Amigas with 1 Meg

Vulcan Software produced one of the most controversial games ever when they unleashed Valhalla on an unsuspecting Amiga world last year. Not in terms of content – there was nothing offensive within the game itself – but it did go on to spark one of the most vociferous debates we've ever encountered over a computer game.

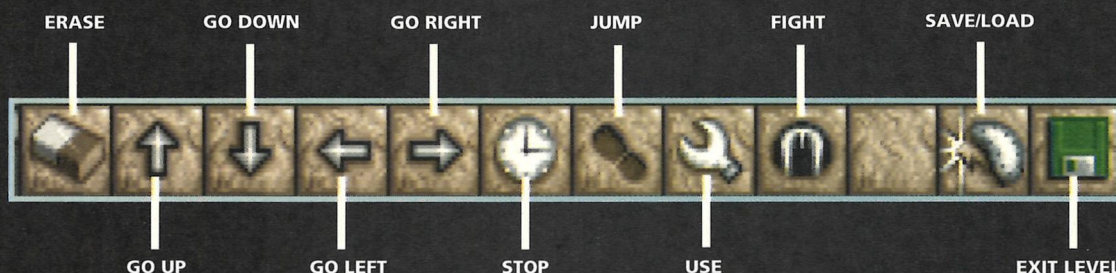
Some thought it was one of the best games of all time (ourselves included) while others stated quite strongly that it wasn't. But whatever your opinion on the subject, you've probably been eagerly awaiting their follow-up game so that you can praise it to the heavens/smash it to pieces.

Well, now's your chance, because we've got an exclusive coverdisk of the Medieval level of Timekeepers for you to get your teeth into.

Load it up by placing Disk One in the drive and

turning on the power.

Timekeepers will autoboot and after the credits you will have a couple of options. The only two you need to worry about are the ones labelled Play The Introductory Animation and Play Timekeepers. You can choose to watch the animation if you wish, or go straight into the game itself. To play, you need to click on the instruction icons along the bottom of the screen and then click on the actual playing area in the path of the Timekeepers you wish to instruct. A description of the effect each icon will have when utilised can rather handily be found directly below.

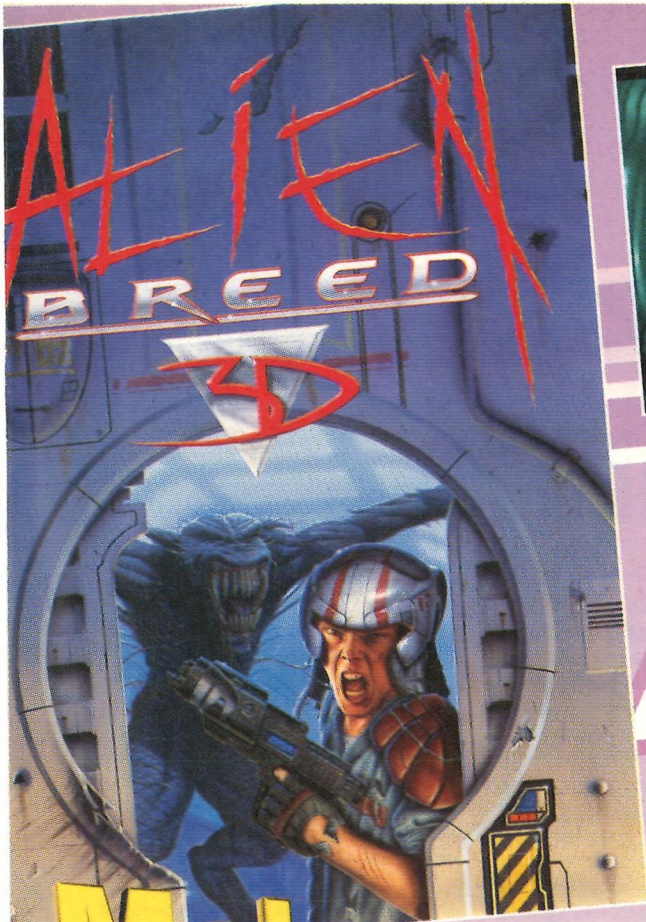


Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special TIB Disk Helpline on:

01274 736990

between the hours of 9 – 12.30 and 1.30 – 5 on weekdays. Alternatively you can contact our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. Thank you. And sorry for any inconvenience caused.



The best selling Alien Breed series has an unrivalled reputation for great gameplay and fabulous atmosphere.

Now the best has just got bigger, stronger and mightier than anyone could ever have imagined...

Alien Breed is now 3D.

Alien Breed 3D is a jaw-dropping, earth-shattering game of gigantic proportions.

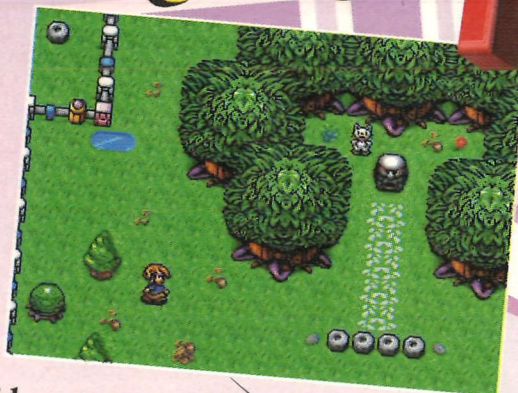
A1200/A4000

Amiga CD32

32bit fast ram recommended.
030/040 processors supported
for fast smooth update

**Make no mistakes
put gameplay**

First!



Adventure awaits the intrepid explorer who dares to wander into the world of Speris.

Discover treasures, use curious objects to solve puzzles and overcome hazards. Uncover the deepest, darkest secrets of Speris and protect your rightful inheritance to the kingdom.

(1Mb chip ram req) **A500**

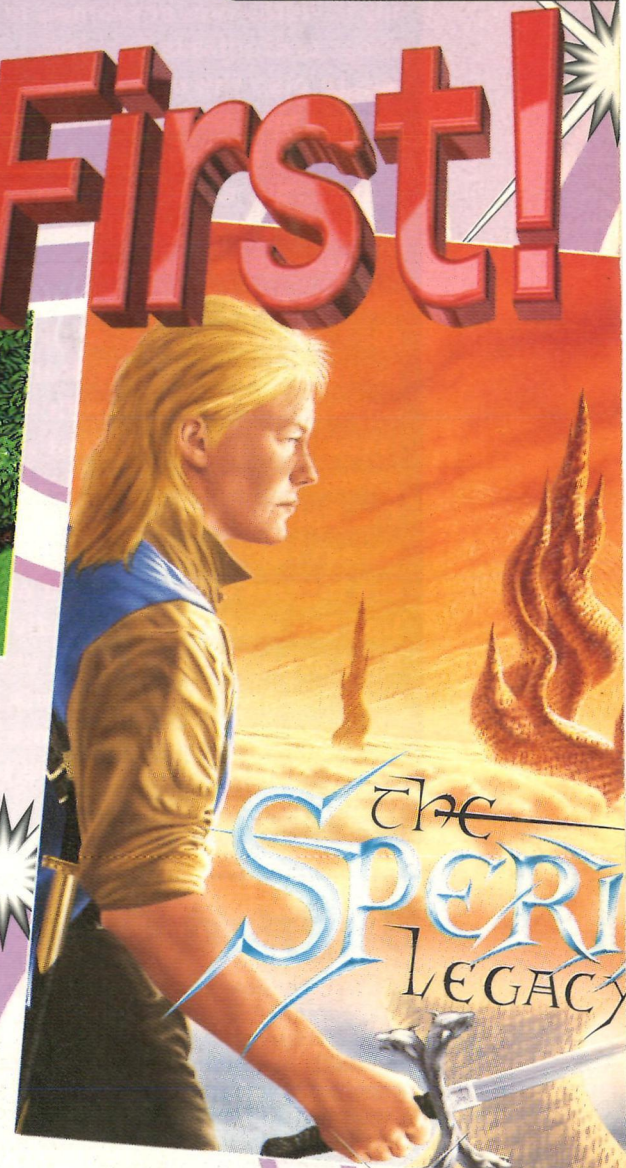
A600

A1200/A4000

Amiga CD32

Speris Legacy is beautifully designed and crafted, appealing to all, yet always holding something charming and very special for every individual.

If you are unable to obtain these titles from your local stockist, you may order them from Team17 directly using cheque, postal order or credit card.



TEAM17

OOH WE'RE SCARED... SENSI WORLD UPDATE...

First word

Hello and welcome to another exciting edition of *Amiga Action*, now the only Amiga games magazine which doesn't take itself too seriously and never dresses up in ridiculous costumes in most pretentious fashion. We're also the only Amiga games magazine not to have reviewed *Flight of the Amazon Queen*, but we promise to do so just as soon as the programmers come anywhere near to completing it. And then of course we can give an accurate opinion of it. But anyway, on to this month's issue. Two of the biggest games of the year are here, *The Speris Legacy* and *Super Street Fighter II*, and we have the biggest extravaganza of tips the world has allegedly ever seen. There's also a chat with the men behind *Worms*, and... er, well there IS some other stuff, but you'll have to find it yourself.

Bugged Out

At last, Sensible Software is releasing an apparently bug free version of *Sensible World of Soccer*. All the problems have supposedly been ironed out and frustrated gamers can now manage their favourite team to their heart's content without fear of the game crashing or any of the other well documented problems occurring.

It's in the shops priced at £29.99 about now, but if you bought the original and sent off your registration card then you should be getting one through the post very soon.

Running s

Blimey, we caused a bit of a palaver last month, sparking a furious debate about the rights and wrongs of putting full games on our coverdisks. We're not averse to a bit of reasoned discussion, but it all threatened to turn a bit nasty at one point when totally inaccurate accusations about breaking an ELSPA 'gentleman's agreement' started to fly.

Our two main competitor publishers, Future Publishing and Emap Images, even teamed up to draft a joint letter to the UK games industry and all magazine publishers to protest:

"The following is an open letter to the UK games industry and all magazine publishers from Future Publishing and Emap Images:

Both of our companies would like to put on record in the strongest terms our condemnation of IDG's decision to renege on the accord not to place full price games on our magazines.

We call upon the industry, and in particular all members of ELSPA, to ask IDG not to continue this course of action. Neither Future nor Emap want to escalate a covermount war and we urge IDG to stop now. This is a war that no-one can win in the long term. We have

SPEAKEASY

Fighting the freebies...

The following is an open letter to the UK games industry and all magazine publishers from Future Publishing and Emap Images:

Both of our companies would like to put on record in the strongest terms our condemnation of IDG's decision to renege on the accord not to place full price games on our magazines ('Cover-mount truce to end?' - CTW June 26th).

We call upon the industry and in particular, all members of ELSPA, to ask IDG not to continue this course of action. Neither Future nor Emap want to escalate a cover-mount war and we urge IDG to stop now. This is a war that no one can win in the long term. We have in the past seen the disastrous effects cover-mount wars can have on strong markets and it is that experience which made us all agree not to continue the war. This must not be allowed to happen again with the Amiga, or any other market.

Both Future and Emap have been offered full price games for the PC market and have refused to carry them. We would like to place on record the fact that we will not start a cover-mount war in the PC market either. We hope that no one else will start one and that all games publishers will refrain

from trying to provoke one. It would not just be the magazines who suffer, but the games publishers, retail and distribution and in the end, the whole market. We would like to assure any of IDG's management, from our own experience, that any perceived short term profit will be wiped out by a cover-mount war entered into by all parties. It is short-sighted and no one company will win.

We invite assurances from all the other magazine publishers in the market that

they will not be cover-mounting full price games and will be supporting Future and Emap. We would also like an assurance from IDG that they will not be placing any more full price games on their front covers.

Greg Ingham
Joint Managing Director
Future Publishing
Bath

Graham Taylor
Publishing Director
Emap Images
London

no... games... use the ne... won't res... why'. No d... assistants at... customers th... Even bette... when custo...

...IDG Media respon

When you get arch rivals like Future and Emap nervously coming together to make a joint statement to the industry, the obvious interpretation is that something really is amiss.

But let's put this in perspective. The facts are:-

- IDG purchased the rights to *Quik the Thunder Rabbit* from Titus.

- It has released two thirds of the game as a cover-mount promotion on the August edition of *Amiga Action* and will release the remainder of the game on its September issue.

- The game will not be commercially available in the UK.

The suggestion that IDG has launched a cover-mount war is nonsense. All we're doing is giving away a non-commercial game. Can anybody tell us the difference between this and giving away a disk containing public domain software?

While I can understand that Future and Emap are anxiously watching everything that IDG is doing at the moment, is there not a whiff of hypocrisy in this joint statement? After all, it was only last month that *CU Amiga* from Emap cover-mounted a full game — *Arcade Snooker* from Team 17 and one can remember a recent issue of *The One Amiga* (now suspended), also from Emap, which gave

away a wa... worth £25.

The main Future/Emap seems to be cover-mount market. All I we have re... full PC ga... rejected the... In conclus... to point out... the busines... Future and... urge in thei... we are in... supporting industry.

cared

in the past seen the disastrous effects such wars can have on strong markets and it is that experience which made us all agree not to continue. This must not be allowed to happen again with the Amiga or any other market.

Both Future and EMAP have been offered full price games for the PC market and have refused to carry them. We would like to place on record the fact that we will not start a covermount war in the PC market either. We hope that no-one else will start one and that all games publishers will refrain from trying to provoke one. It would not just be the magazines who suffer, but the games publishers, retail and distribution, and in the end, the whole market. We would like to assure any of IDG's management, from our own experience, that any perceived short term profit will be wiped out by a covermount war entered into by all parties and no one company will win.

We invite assurances from all the other magazine publishers in the market that they will not be covermounting full price games and will be supporting Future and EMAP. We would also like an assurance from IDG that they will not be placing any more full price games on their covers."

Strong stuff, and if we had broken the ELSPA accord (which states that no magazine will use full price, commercial software on their coverdisks to promote their product), then we would have to hold our hands up and

say 'fair enough'. Perhaps though, if the directors at both our competitors had checked their facts properly before getting on their soapboxes and condemning us they would have discovered that Quik the Thunder Rabbit does not qualify as a 'commercial game' because it was never on sale in this country. This means that, quite clearly, we haven't broken any accord and in essence what we did was no worse than EMAP's CU Amiga covermounting Team 17's Arcade Snooker and Amiga Power using that tennis game (you know, the PD one that's not very good but is still touted as a 'Full Game!').

To borrow a phrase from the 'Open Letter to the Industry', we would like to assure any of Future and EMAP's management, from our (considerably more) experience, that checking your facts before you start spouting off is a sure fire way of avoiding a libel action.

It comes down to this. We put Quik the Thunder Rabbit on our disks for our readers, and whether our competitors would be upset by our actions was certainly not the foremost thought on our minds. We're in this business to sell magazines. To do this successfully we must provide the readers with a better product than the rest, and if our methods upset Future and EMAP along the way then so be it.

And as for an assurance that we will never repeat the action, will this do?

"We're very very sorry for upsetting Future and EMAP and we promise to never ever do it again. Honest."

In an earlier letter, one of our rivals insisted that you, the readers, do not want full games on magazines. We laughed of course, but hey, maybe we're wrong. Tick the appropriate box, send the coupon back to us, and we'll see what you want. As an incentive, one lucky sender will win £100 worth of WH Smith vouchers.

☐ Yes I do want full games

☐ No I do not want full games

NEWS BEAUTIES

Wahey!

Get yer chips out!

Money for Nothing

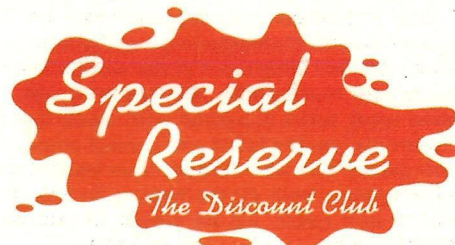
The big cheeses at top Amiga games mail-order company Special Reserve, have come up with an offer that seems too good to be true. They're giving away free fivers! Yes, you CAN believe your eyes. As part of its "Summer Membership Drive Arm Twister", the company promises to credit the account of every current member who introduces a new member to the club with five pounds.

Okay, it's not exactly the same as having the folding stuff actually in the palm of your hand, but if you're a regular purchaser of Amiga software, it's the next best thing.

Special Reserve membership will set you and your friends back £7.00 each per year, and this entitles you to receive a monthly club magazine which comprises 48 pages packed full of special offers, discounted software, competitions, previews and game tips.

The offer runs until the end of September, and the best thing about it is you can earn as many £5.00 credits as you like! So, the more friends you can persuade to join the club, the less you'll have to pay for your Amiga games in the future.

Special Reserve sent us a crisp five pound note of their very own to use as artwork for this newspiece, and if you're wondering why it hasn't appeared on the page... well, it's because we, er, lost it. Down the pub.



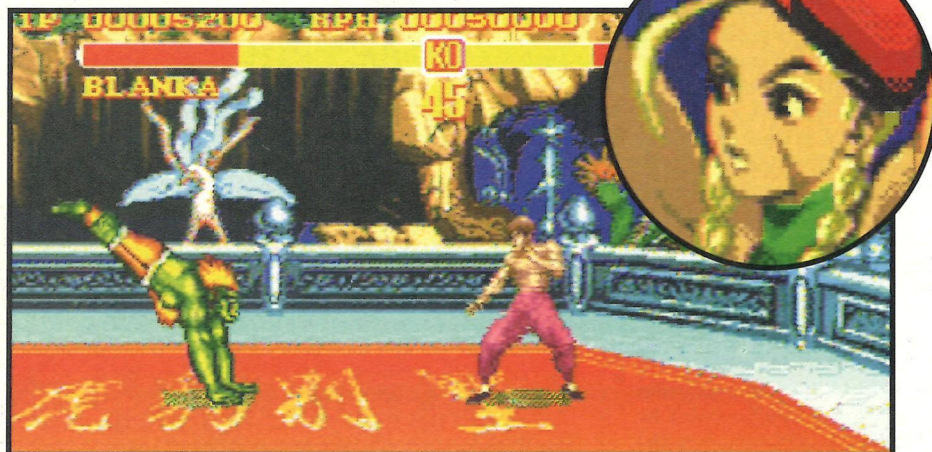
SSF II TURBO... NUDE BLOKES... CONTROVERSY

Lethal Injection

Or rather... turbo boost. Hot on the heels of US Gold's Super Street Fighter II – the boss-playing follow-up to Street Fighter II – comes Super Street Fighter II Turbo, the follow-up to the game which followed-up Street Fighter II. Turbo. Erm, we think.

Super Street Fighter II Turbo is a separate project from the other two in that it's being developed by an entirely different company, namely Gametek, where work is currently well under way on what will hopefully be an autumn release. On top of its past successes on the numerous console formats, this particular edition of the "popular beat'em-up" has also gone down a storm on the PC, being hailed by many as the finest beat'em-up for that machine.

The PC version boasts massive chunky sprites and several layers of saucy parallax, and although Gametek is keen for the project to remain under wraps until nearer release, it promises awesome graphics and amazing speed. Just how much it will differ to this month's Super SFII remains to be seen, but it's a long time since the Amiga beat'em-up scene has looked this healthy.



Verbatim press release

Virtual reality hits BBC1 with "Total Reality", a new children's magazine programme starting on Wednesday August 16, presented by cyberspace's hottest net surfers, Ice and Cube.

Newly created virtual presenter Ice, and her sidekick Cube, host the show from Ice's huge state-of-the-art hyper-dome situated somewhere in cyberspace.

"Delete bad old programmers, load new interactive hyperdimensional techno show and prepare for a totally real experience," says Ice.

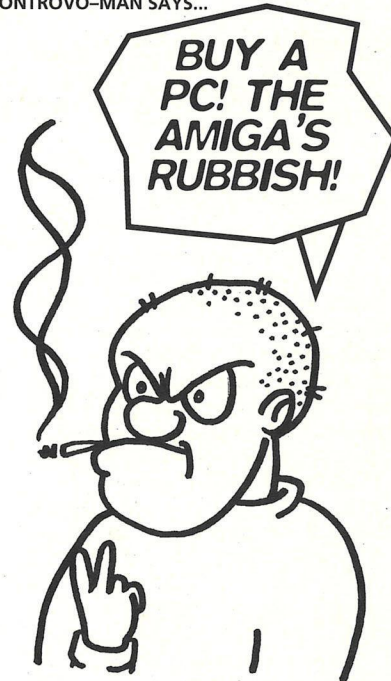
Total Reality takes a witty and irreverent look at the future as it's happening now, with news on what's hot and what's not in the world of games, hardware, multimedia and the Internet. The seven week series is packed with celebrities and viewers can see the latest and coolest innovations from Japan, USA and Europe, have instant access to everything from digital fashion to interactive music, and catch up on news, reviews and competitions.

AMAZING

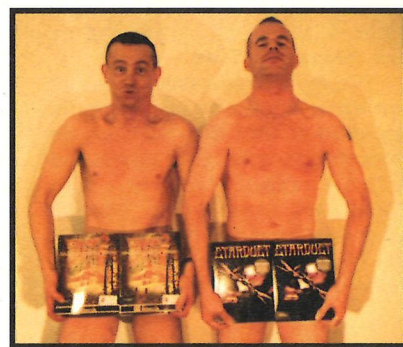
... but true!

Yes, the recent reader surveys have been collated and it shows that almost 0.04% of you are called Simon Kelsey and work in an abattoir just south of Wolverhampton. Incredible!

CONTROVO-MAN SAYS...



Naked ambition



It's always sad when a software company decides to bid farewell to the Amiga, and so poignant a decision was it for Daze Marketing that emotions took over, causing the disgraceful duo of Richard Hennerley and Cliff Guy to, er, strip naked and hide their todgers with a couple of computer games.

But it wasn't a pointless exercise, and the two are standing proud for a reason; namely to get some cheap publicity. Like this. They're showing their wares on the Amiga for the last time, and the carrot they're dangling in front of you is Stardust and Ishar 2 for just six quid each, and that's including postage and packaging.

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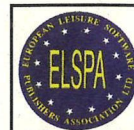
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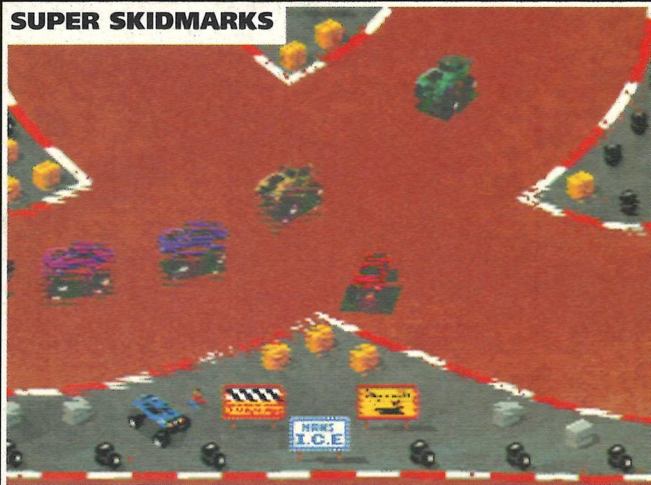


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The AMOS AGA extension has finally arrived and has been released. Distribution rights have been given to two companies, Cellar4 and Amiganuts, but if you buy this long awaited extension from Amiganuts, you will also receive AMOS dialogue procedures *FREE OF CHARGE*. Amos dialogue procedures is really easy to use and gives the amazing effect of being in the Workbench environment, by using these procedures, you do not need to touch the Amos interface language. For further information, please contact Joe at Amiganuts.

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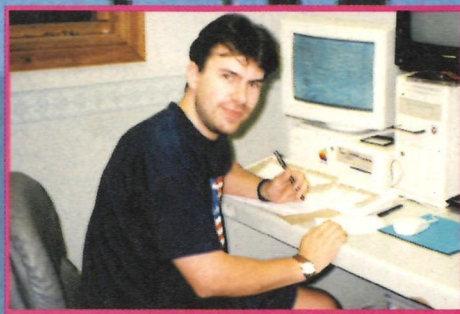
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AMIGANUTS AMOS USER GROUP

I was amazed at the news that AMOS is being discontinued. Well, Europress may think that AMOS and the Amiga are dead, but Amiganuts definitely do not!!! We believe that there are plenty of AMOS users out there who would like the chance to work with others world wide. The Amiganuts user group is all about AMOS users working together. It costs £10.00 to join, but you get a lot in return. You will receive monthly newsletters, AMOS disks from the Amiganuts library at a greatly reduced rate, but most of all we will be providing a pen pal type of business, where if you have a problem, and we are unable to help, we will send it to another member who may be able to help. If you would like to join, please send a £10.00 cheque or postal order made payable to AMIGANUTS. You will then receive your first newsletter. Please enclose a letter stating your strong points on AMOS and we will then be able to catalogue you in our help section. Each time you help somebody, you will receive free disks from the Amiganuts library.

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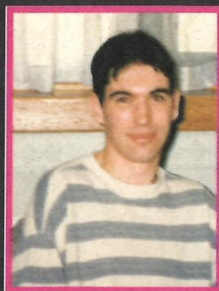
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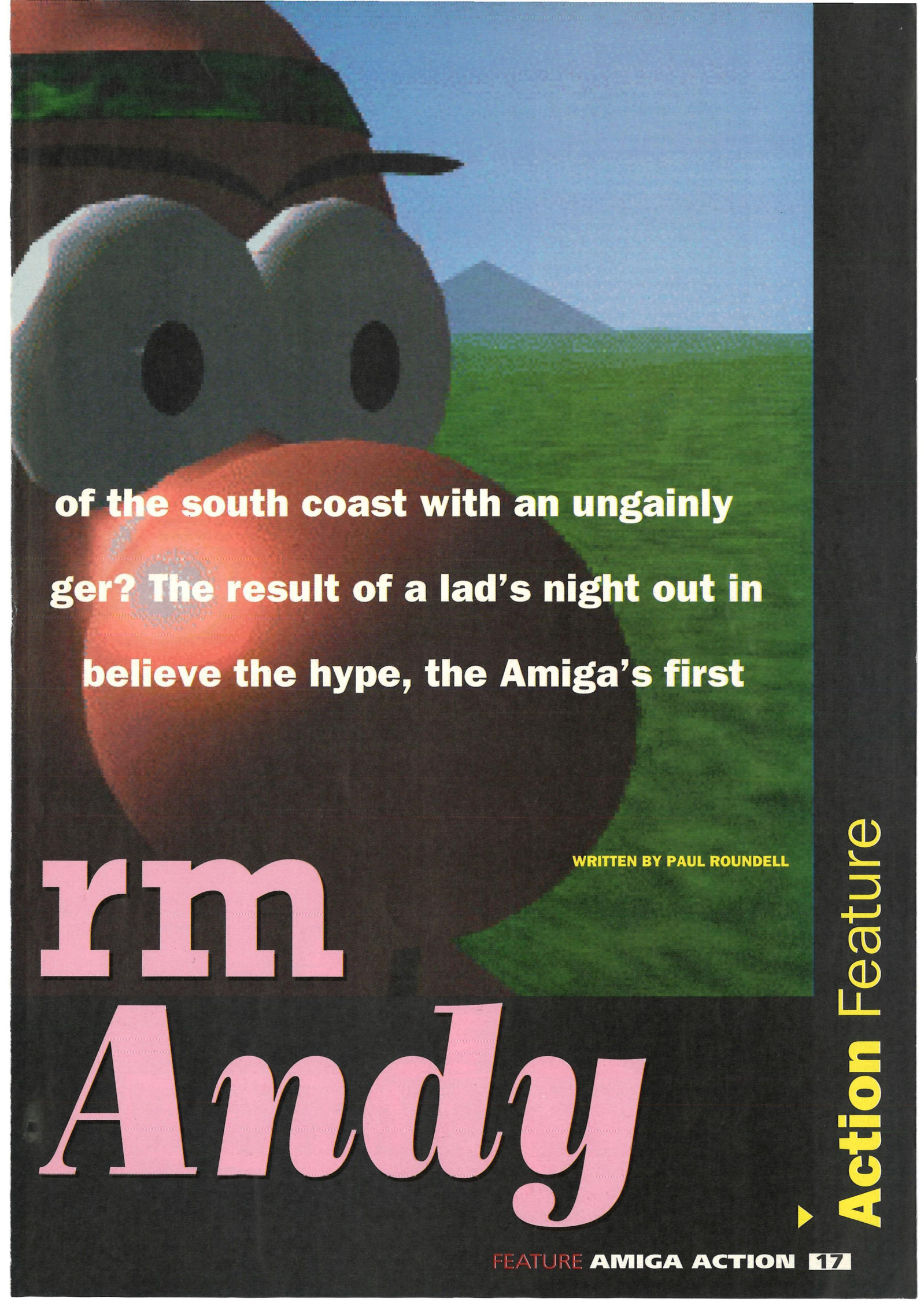
What do you get if you cross a male native
From humble beginnings comes
limp wriggly thing the size of your little fin
yet another Amiga success story.

Bournemouth perhaps? Yes, but also, if you
Will it be the last?
ever invertebrate blockbuster

Earthwo



The exciting world that is computer game magazine publishing tends to follow a fairly routine pattern. Games arrive either through the post or in the hands of software company geezers (less so on the Amiga than other formats, obviously), and, after a certain period of time, these games are either reviewed or previewed by magazine staff. Frankly, on the whole, it's nothing to get excited about, although from time to time a particularly long-awaited or well received game will elicit coos of delight from the reviewer and his colleagues alike. Once seen, the games will by and large be forgotten, either until they return for a review, or in the case of already reviewed games, forever. There's a lot of software about, and although people in this line of work do like computer games, we don't – in case you were wondering – live, breathe and sleep them. Until now...



of the south coast with an ungainly
ger? The result of a lad's night out in
believe the hype, the Amiga's first

WRITTEN BY PAUL ROUNDELL

rm *Andy*

► Action Feature

Earthworm Andy

If you've just read the previous page you'll no doubt be wondering what exactly has come over us. Have members of the AA team thrown caution to the wind and abandoned their social lives in order to play on their computers morning, noon and night? Well, no. That's not our style. Anyone on Amiga Action displaying a tendency to take computer games too seriously is very quickly stripped of his sense of humour and hustled on to the next train to Bath. But, certain rumours have been circulating, suggesting that some computer journalists have been playing early versions of Worms – because that's what we're talking about here – until the small hours of the morning, then leaving the Amiga turned on overnight in order to play it the next day because Team 17 had taken the disks with them when they left.

Indeed, in the incredibly expensive-looking corporate brochure of Team 17's new bedfellows Ocean, virtually two cardboard thick pages are given over to Worms, while the next largest mention is a couple of paragraphs about the universally hailed TFX. Stories are told of impatient retailers ringing Team 17 HQ haranguing staff as to the release date of Worms on the Amiga. And the PC. And CD-Rom. And the PlayStation. In fact, on 12 formats in all. And yes, even at Amiga Action, where nothing

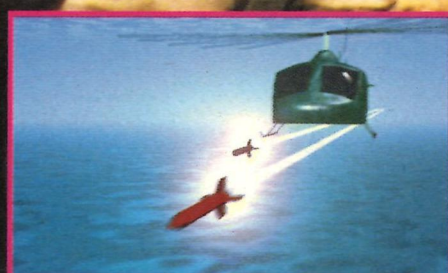
inspires us quite like a clock that reads 5:15, we've been seen enjoying a few games of Worms ourselves.

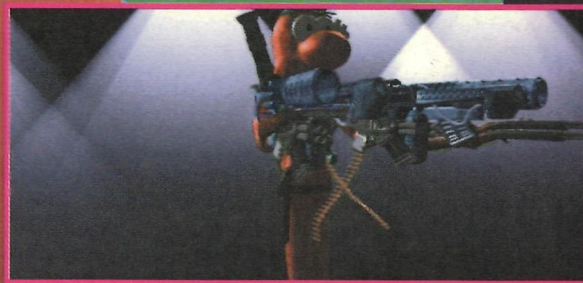
So what's going on? At what stage did the computer "industry" decide that Worms, far from being an innocuous multi-player

shoot'em-up from Team 17, is in fact the Son of God? I mean, the thing isn't even due out until September for heaven's sake!



'Everything these days has got so safe; rendered this, rendered that, and I wanted something that was a laugh to play.' ANDY DAVIDSON





"I always wanted to get into games writing," confides Andy Davidson, programmer and indeed creator of Worms, who began work on what was then a solo project back in August 1993.

"After my A levels I didn't fancy going to university or getting stuck in a bank or something," continues the 22 year-old.

So you thought you'd program a blockbusting game then, yeah?

"It began as something just to amuse us," – Andy was working part time in a Bournemouth computer shop at the time – "kind of the next stage along from those old tank games on the C64. Everything these days has got so safe; rendered this, rendered that, and I wanted something that was a laugh to play. When the game reached a stage where it was playable, we had it running in the shop, and I could see that it was appealing to a broad range of people."

Hmm, because everyone likes worms. They're so... exciting, right?

The sarcasm's wasted on Andy. Or more likely he chooses to ignore it.

"Well the characters had to be small because there can potentially be so many of them on screen, and worms are really twangy and stretchy, so I reckoned I could do a lot with them."

The passion with which he speaks about worms makes me wonder whether he's referring to his pixelated creations or the real thing. I decide he loves them both equally, and move swiftly on, finding out more about his genuine beef about a lot of modern games.

"Games these days are written to be finished easily; the quicker someone finishes a game the more likely they are to buy another one, and I wanted something that would go on for ages. Worms will do this, and the ability to add your own graphics (through DPaint, readers!) should make it last even longer."

Ah yes, the game's longevity. To put it bluntly, Andy isn't messing about, and claims that there are around four BILLION levels to the game. Simply typing in any

'Games these days are written to be finished easily; the quicker someone finishes a game the more likely they are to buy another one, and I wanted something that would go on for ages.' ANDY DAVIDSON

word or random selection of letters brings up a new level, and the man himself explains how.

"The level generator takes a seed which is a number, and the landscape is generated from that. It then uses the number to generate all the other numbers it needs to do things. Six digit numbers aren't the easiest of things to remember, so I changed the numbers to names."

Uh-huh.

"The worms are randomly placed anyway, so even if you go back to one of the four billion levels..."

Like when you've completed it, yeah?

"...it'll play differently from before."

Lets backtrack. This is effectively a comedy strategic slant on the shoot'em-up which graphically errs a good way this side of stunning. It features worms, and stretchy or not, worms aren't that interesting. It can be played by Johnny Lonely against the computer or by several people. It is, apparently, The Next Big Thing, and it's been programmed by one young bloke with no commercial experience who for the most part has created it in a bedroom of his house. This wasn't the plan, was it?

"About 18 months ago Amiga Format ran a competition with Acid Software, looking for new young talent, that kind of thing. The game was nowhere near as polished as it is now, but everything was in there, so I entered, thinking it would be a good way of getting my work noticed."

And?

"No-one noticed it at all. Acid were supposed to decide the winners, and sure enough they were published in AF a few months later. I wasn't one of them, and never heard another word about it."

Top net-slipping incident there.

"By last summer I was quite fed up, because by then a lot of my time and effort had gone into the game. I went to the September ECTS, having decided that if the game was going to get published I would have to get a deal there."

Andy wandered forlornly about the ECTS with his disk box in his hand, until he found himself at the Team 17 stand.

"Team 17 were showing Super Stardust, which is like, a gorgeous game, and here was me with Worms. I'd been living it for so long that I had no idea how a software company would react to it. It probably isn't

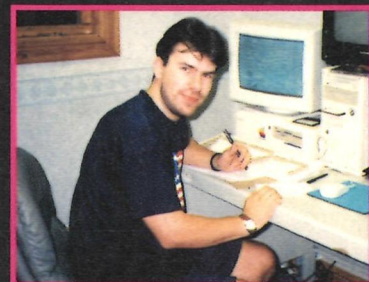
ANDY DAVIDSON

Andy needn't have worried.

And on it went; a tweak here, an exploding sheep there. People were drafted in to work on the project and to develop CD32, PC, PC/CD-Rom, Macintosh, Jaguar, PlayStation, Saturn, Gameboy, SNES, Mega Drive and Virtual Boy versions of the game, all of which will arrive in the early Autumn.

"☆☆■◆※※◆※■※☆☆□
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"It didn't do me any good at all."
In all, the couple of minutes worth of animations have taken Cris two gruelling months to complete, and he fears that his attention may next be turned to animating a four minute video to accompany the Worms pop song. We're looking forward to that...



It's a review fest this month. ESCOM only took over a few weeks ago and you can see the difference already! Amazing!

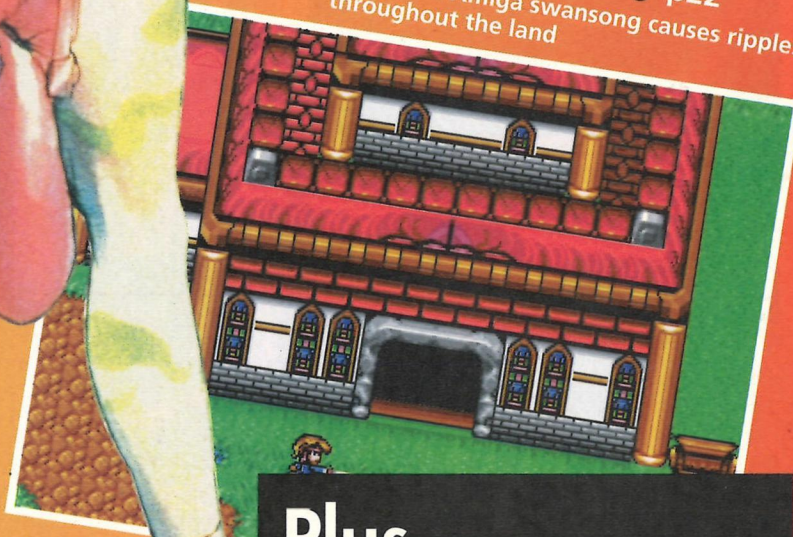
Arcade perfect?
Find out first in our
superb four page
review!



We managed to find someone on the AA team who likes Doom and sent them off to check out Guildhall's attempt at an Amiga version of this PC classic



Team 17's Amiga swansong causes ripples
throughout the land



Timekeepers p32

Top of the League p38

Approach Trainer p37

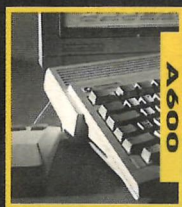
Super Skidmarks p44



**Every game in
Amiga Action is
given the mark we
feel it deserves.**

Computer games

are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked

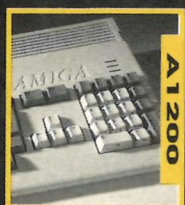


upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the

game is created for is shown on every revue, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

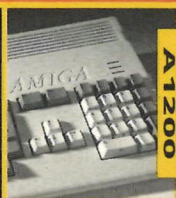
We know you aren't daft (most of you) and leave daft to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a

differences box,
and if it doesn't
we'll save
ourselves the
trouble and not
bother. Make
sense?



ACTION REVIEW

ADVENTURE



Let no chest go unopened in your meandering quest for truth and justice



In these dismal times of second rate software and constant rehashes, it's ironic that the eagerly awaited game currently residing on **PAUL ROUNDELL'S** desk appears to be a clone of a four year-old console caper

When we get a larger hard drive, we'll be able to join screenshots like this together. ARE YOU LISTENING!?



We at Amiga Action think Cho looks a bit like a girl to be honest. A girl with a big sword, so we guess it's okay

The Speri's Legacy

Over the course of a decade or so the Amiga has become, in Britain at least, a household name in home computing. It's the machine that dozens of young hopefuls cut their programming teeth on, either as a precursor to the Amiga games they will later develop, or as a stepping stone to console, and more recently, PC stardom. Along with its predecessor the C64, the Amiga has not only made lots of programmers a great deal of money – no problem there, that's what we're all in it for, after all – but it's also made them, in a small, comfortable kind of way, famous.

The Amiga has been responsible for some of the most ground-breaking computer games of... well, all time really. Games that set a benchmark for others to aspire to, and which even today are looked back upon with fondness and respect. Games like Lotus, Speedball 2, Lemmings, IK+, Monkey Island and Sensible Soccer. All were born of the Amiga, most have scaled the heights on other formats too, and while some of the above have now been long surpassed in terms of what they offer, each one, in its own way, was responsible for revolutionising the way in which games of each genre were created.

Speaking as someone who bears no particular allegiance to any computer (they're only machines after all, and I can appreciate Sonic the Hedgehog, Mario, Doom and Dark Forces as much as the next man), it is fair to say that if it wasn't for the Amiga, then computer games as we know them today, on whatever format, would probably not exist.

In short, the Amiga has been responsible for the second stage evolution of computer games, taking the high playability of the Spectrum and C64, stripping out the stick men and replacing them with objects which bear a passing resemblance to the real thing, throwing some dynamic sound into the mix, and presenting a new generation of products. Almost every game of every kind, no matter what it is derived from, owes most of what it is to one of those early ground-breaking Amiga efforts which set the ball rolling.

And that's why it's so strange that in a history spanning 10 years, around a dozen variations of machine, and now even two companies (three if you include Atari, but that's another bland story, and there isn't room here for more than one), the Amiga has



never boasted a game of a similar ilk to The Sperm Legacy.

Relevance restored. Partially

Yes, that's right, after getting on for four thousand days of existence (Hmm... doesn't sound very long when you put it like that. Damn), it has come to pass that this bastion of invention, this monolith of creative talent, this... um, disky computer of cream and beige persuasion, has resorted to the so-called 'sincerest form of flattery' in order to come up with something like this.

And rightly so. If you can't beat 'em, join 'em. The consoles learned this early on and have been enjoying this kind of game for years now, so isn't it only fair that we, the Amiga collective, should take something back? I think so, readers. And, as a master

observer of body language, I can tell from your blank expressions, occasional yawns and insistence on flicking past this page to see if there's anything more interesting later on (there isn't. Sorry), that you do too. We're kindred spirits, reader friends, and together we shall travel the path that was once named Zelda but henceforth shall be

known as... The Sperm Legacy. Rise up!

Anyone who has ever seen the awesome SNES adventure Zelda will know what I'm talking about. Possibly. The two games look so alike that if they were people they'd be Gayle and Gillian from out of Neighbours (latterly of "pop duo" and shampoo ad fame. I think one of them was married to Paul



Hmm, a tricky conversation poser. Are we coming or going? you decide readers, and proceed

Robinson. In Neighbours. Not the shampoo ad). But they aren't, and having mentioned the striking resemblance we'll leave it there and move on.

As with all adventures there's a story, and if I was a Readers Digest condensed book, which I'm not, but just say I was, I'd tell the story thus:

You are Cho, and you're heir to the kingdom of Sperm. Not because your dad's the king, oh no, your mate's dad is the King. A couple of years ago there was a big row between your mate's dad and brother... brother disowned and, um disheired... mate became heir... vengeful brother... signed agreement... if mate dies you're the heir... stops brother inheriting, see?... mate dies... dad (king) gutted (not literally)... you're the heir... mate's brother finds out... really mad... like, proper bonkers.

And the upshot is you have to travel through the huge land of Sperm to track down this brother – Gallus – in order to confront him before he does away with you and finally does become the heir. Now to my mind it would have been a lot quicker taking

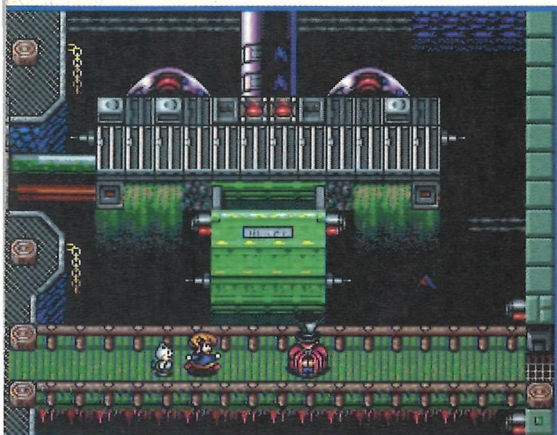
The Speris Legacy

▶ the king out first because this whole 'heir' business hinges on his death, after all. But it went down like that...

A miniature walkaround map of the land of Speris details all the places to which you can travel, and at the outset all you have with you is a poxy backpack and very little else. Right away it becomes apparent that *The Speris Legacy* is very open. Apart from the beginning where it's inadvisable to go anywhere without first finding a weapon with which to conquer the inevitable bad guys, you virtually have the run of the map, and can travel to the numerous locations in any order you damn well please.

Lurch around

As far as your quest is concerned, the details are sketchy, and apparently intentionally so in order to make the whole thing as unlinear (er, delinearised?... alinear?) as possible. Like any adventure it's a case of visiting somewhere, talking to people, seeing what you can find and carrying on. Unlike your normal point and click adventures though, *SL* runs along at a cracking pace because all the locations in any particular section of the map are contained on one big scrolling screen around which you lurch.



A strange netherworld, and some people you might like to ignore



Cho is joystick controlled, or joypad if you have a CD32-compatible one, where – hat's off – three of the buttons save semi-laborious key presses for simple tasks such as using objects or checking your inventory.

Game interaction is based largely around two things; people you can talk to and things you can go into and look around. You never quite know what you're doing, and that's good. Clues to the whereabouts of a certain article will be gleaned without you really knowing why. On seeking out the whatever-it-is you'll later discover that so-and-so from the cave needs it. You don't know why he needs it but you give it to him and learn that some bloke in the desert knows where such-a-thing is. The existence of such-a-thing is news to you, but off you trundle anyway to chat to him, and so on.

For the most part it's all very relaxed and laid-back to be honest, and early in the game there might be a tendency towards frustration if there weren't so many other locations to go and visit. As you might expect, keys and wealth play a big part, not only for personal use, but as methods of exchange for other useful items which the kindly folk of Speris may be willing to part with.

The beauty of games such as this is their user-friendliness. There's very little disk swapping and consequently just a minuscule wait as you enter a new building or have a chat. Conversations take place like in every other adventure, with a choice of questions or responses. The only disappointment in the interaction with other characters is that you invariably seem to get the information you need. Perverse, I know, complaining about

something like this, but in many cases you can run through a list of maybe five questions in just about any order and always come away with the same knowledge.

"My you're looking smart today."

"Thank you young man, you're very kind to say so."

"Can you tell me about the mysterious Beans of Wind?"

"Certainly. Legend has it that they're kept underneath a huge pile of squirrels on the edge of the Pool of Bullsquirt."

Or...

"Good grief, you're the ugliest person I've ever seen!"

"How dare you? You're no oil painting yourself you know."

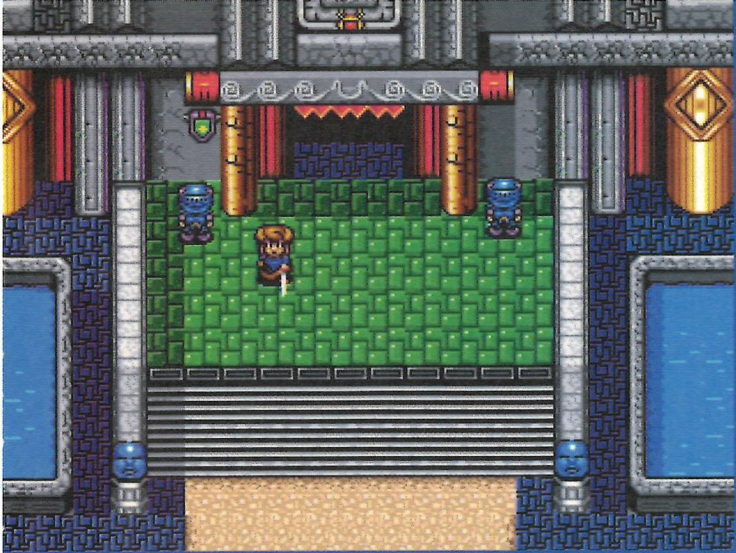
"My you're looking smart today."

"Thank you young man, you're very kind to say so."



What is the secret of the rabbit and the glowy-eyes head?





As you progress through the kingdom of Spermis you will have to rely on the power of your mighty sword to help you even more



"Can you tell me etc etc..?"

"Certainly. Legend has it etc etc..."

You get the message, yes? It doesn't happen all the time, but sometimes it's just too easy to get what you want without thinking too much about it. Great for losers like me who like nothing better than to hitch an easy ride along to the end of whichever path they're travelling, while expending as little effort as possible of course, but not perhaps as stiff a challenge as it might be, and slightly worse off for that.

Hour of need

Look at me though. complaining at length about a game which I think on the whole is great, and certainly one which the Amiga needs in this, its direst hour of need. Of course I haven't finished The Spermis Legacy, and perhaps towards the end the

interaction becomes ludicrously hard, who knows? [Andy will when we make him do a GTGA on it, probably.]

Besides, character interaction is but one part of the game, a game which, minor quibbles aside, is a large, fun and involving effort which will keep even the most serious adventure fans happy for months. Or, er, weeks at the very least. **A**

This may very well be the brightest house in the world



Relax with a quiet walk in the King's rose garden



THE LOW-DOWN

PUBLISHER Team 17
CONTACT 01924 267776
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	82%
SOUND	84%
PLAYABILITY	85%
DIFFICULTY	Tricky

We've waited a long time for a game like the Spermis Legacy, and then, like the proverbial bus, this and Krisalis' Legends come along at once. Almost. As the first of such efforts, it is much to the relief of everyone here that The Spermis Legacy is no disappointment. It's big and bright, and despite the forgiving interaction and occasionally flat graphics (literally flat, leading to slight confusion), it's the kind of game you'll become instantly at home with and want to play for hours.

REVIEWED BY PAUL

SECOND OPINION

It's a shame this didn't go head to head with the constantly delayed Legends from Krisalis because it would have been good to have a comparison. This is excellent fun and I'd be more than happy to while away a few hours with it.

OPINION BY STEVE

OVERALL SCORE

86%

**Hold on to your hats
and be sure to have
a spare pair of pants
at the ready as the
world's best selling video
games magazine unleashes
its second stonking issue on
August 28. You'll find that each
one of the 164 pages available is
packed to capacity with hot gossip
and awesome news including a world
exclusive review of Loaded for the
PlayStation, a large wad of Saturn soft-
ware, an interview with Mortal Kombat movie
star Christopher Lambert, hot movie news, a
whopping 60 pages worth of exclusive tips and
complete player's guides, wicked compos, and
your one and only chance of seeing what's over
the horizon for the PlayStation as we give you
the top 100 up and coming titles for your next gen-
eration pleasure, plus a free 36-page preview issue
of our forthcoming PlayStation mag, SP. All this
and more will be greased and ready for action in your
local newsagents on August 28. What are you waiting
for? Go get 'em tiger!**

GamePro

You know it makes sense!

ACTION REVIEW

BEAT 'EM - UP



One of the originals, Blanka, takes on one of the newcomers in the shape of wily Fei-Long

Super Street Fighter II

Chun-Li gives my favourite character Ken a kick in the face for fun



Balrog makes good use of his bony elbow



Chun-Li in her away strip of yellow is just as agile as ever, this time leaping over the lumbering Balrog

Big software houses are generally big for one reason and one reason only. Because they're the best at what they do. I've nothing against the smaller establishments, after all, everyone has to start somewhere, it's simply that if you've got a name that will make people go out and buy your products without reading any reviews or opinions, then you generally know that you've made it.

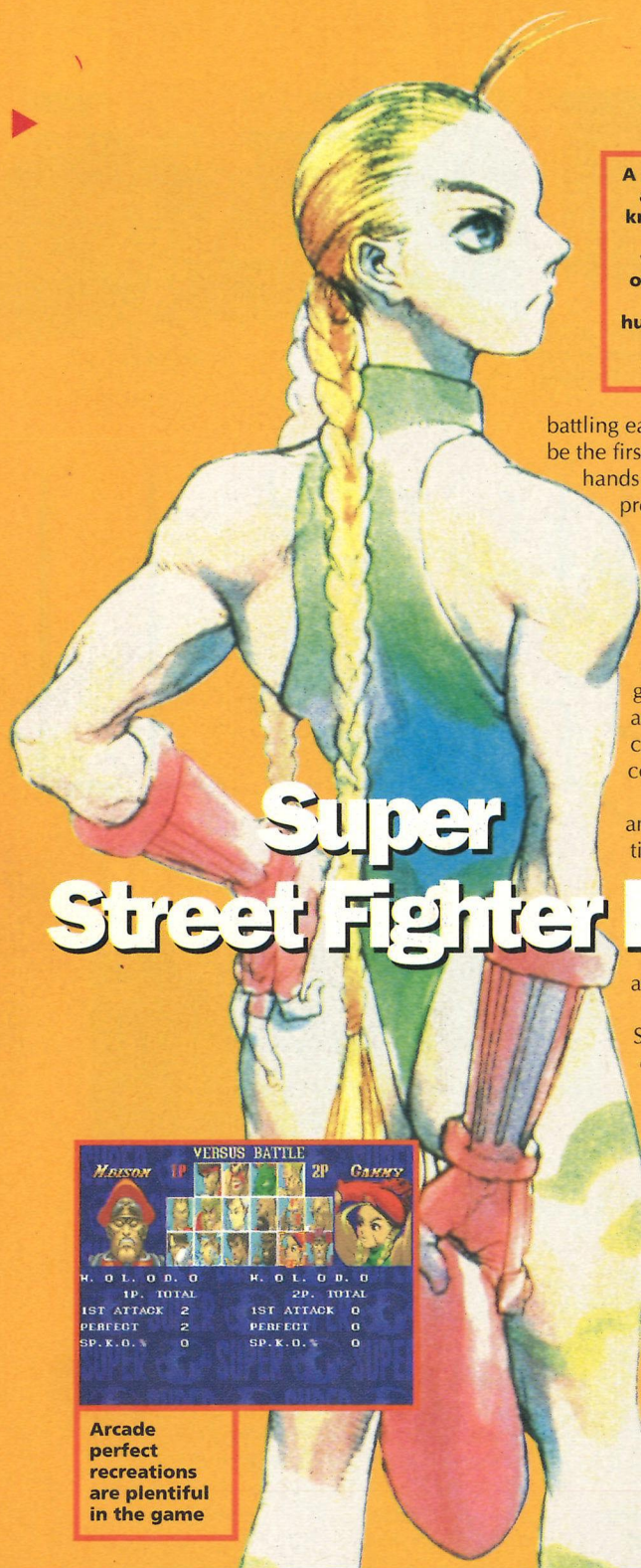
It's a sort of customer-business trust that is built up by the release of a succession of consistently high quality products, and I should imagine it's extremely difficult to

come by. There are plenty of highly respected, established software publishers around, all constantly releasing top quality software, but unfortunately, with the Amiga situation being as it is (or was, depending on who you choose to believe), there are very few as far as Amiga Action and its readers are concerned. So, when one of the biggest chooses to dip its toe in the murky waters of Commodore, everyone sits up and takes notice. And let's face it, there aren't many bigger names than US Gold.

Come to think of it, there aren't many bigger names than Street Fighter either. Put the two together then and we should have one of the most eagerly awaited games ever. Shouldn't we? Well actually, no. Unless you're new to the Amiga you'll know that this isn't the first time the names US Gold and Street Fighter have been intertwined.

Around two and a half years ago, news emerged that an Amiga version of the legendary SNES and arcade game was forthcoming on our humble machine. Over the six months that followed, the hype built up to a fever pitch, with all the magazines

We've lost track of the number of times we've been promised a reviewable copy of this game, but finally it's here. STEVE McNALLY is whooping with delight



Super Street Fighter II

A sliding attack knocks the wind out of the hulking green Blanka



battling each other to be the first to get their

hands on exclusive screenshots, previews, coverdiscs and reviews.

The anticipation was unbearable as everyone was dying to play the game that the whole world was talking about. And what happened? One of the biggest anticlimaxes ever, that's what. The game looked superb but gameplay and speed had been severely curtailed in an effort to get the game cosmetically right.

For this reason no-one has got anywhere near as carried away this time round. Super Street Fighter II has arrived with something resembling more of a pop than a bang, and as it turns out, we've all done the game and US Gold a disservice.

At one point I was virtually a SNES Street Fighter II addict so I consider myself qualified to say that this version is as near a perfect port of that game as makes no difference. I never played SSF2 but if the only difference between the two is more characters, then the same statement applies to the pseudo-sequel as well.

Let's get the story out of the way (largely irrelevant as always in games of this type, but still an important atmosphere setter), so we can get on with the important business at hand. As in the first game, a world-wide challenge has been issued to find the best no-holds barred fighter around. The Tournament of Champions is open to anyone who thinks they're handy enough with their fists (and feet) to take on all-comers in a fight to the finish. Four new brave young fighters have answered the call this year, Cammy, Fei Long, DeeJay and T.

Hawk. All have their own reasons for entering, and each is intent on



letting no-one stand in their way. That's it, nothing too complicated, just a struggle to win the Tournament of Champions. As well as the new characters, all the oldies from the

Another of the new characters, T. Hawk, blocks a Ryu special with his bare hands



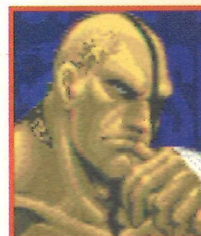
VERSUS BATTLE									
MARSON 1P					CAMMY 2P				
H. O. L. O. D. O					H. O. L. O. D. O				
1P. TOTAL					2P. TOTAL				
1ST ATTACK	2				1ST ATTACK	0			
PERFECT	2				PERFECT	0			
SP. K. O. %	0				SP. K. O. %	0			

Arcade perfect recreations are plentiful in the game



Ryu aims an overhead kick at the head of DeeJay

Meet the gang 'cos





We could arrange a Spot the Blanka competition on this one. Believe me, he is in there, he just appears to have merged with the background tree for the moment

first game are back, allowing you to re-acquaint yourself with the likes of Dhalsim, Chun-Li, Blanka, and of course, Ken and Ryu. And, as an extra added bonus, SSF2 also allows you to control the bosses from the first game. Sagat, M-Bison and friends are eligible candidates this time round to satisfy everyone's needs. I can never understand the fascination with controlling the bosses myself, but the sheer volume of calls we receive from people gagging for a cheat that will allow you to do so is incredible, so who am I to argue?

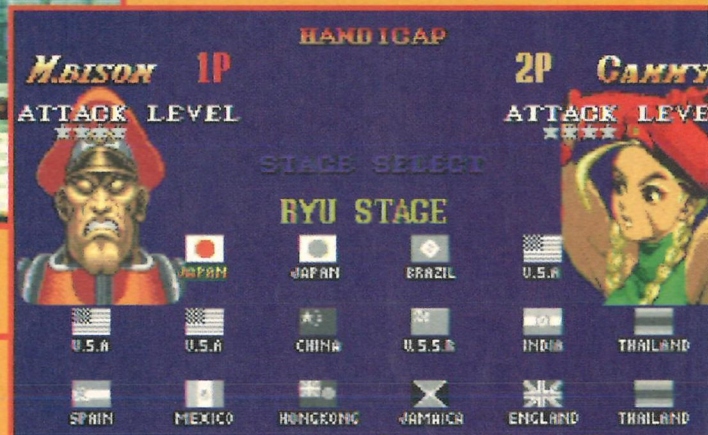
Okay, so you know the background and you've chosen your character, but what about the gameplay? Has the sticking point from last time being sorted out? Undoubtedly. If you like your beat'em-ups, Super Street Fighter 2 has provided an incredible experience on all formats, and the Amiga version is no exception.

The inexplicably popular Mirror Matches have been retained. Er, or was that in Mortal Kombat?

It must be pointed out that it plays infinitely better with a CD32 control pad, as it makes full use of all the buttons and the D-pad for executing the moves. But, even with the two joystick control options I found no complaints, although things are a little more complicated with these methods.

If you have a two-button joystick, one fire button and a direction will perform a kick, and the other button and a direction will instigate a punch.

This takes a little getting used to (the basic joystick design causing problems for all but the ambidextrous), but perseverance pays off in the end and everything will eventually begin to fall into place.



Perhaps the most awkward control method will be for people who have a joystick with only one fire button. If this is the case, then to alternate between punching and kicking, you have to divert your attention to the keyboard and press either the left or right shift key depending on whether you're player one or player two.

You may think you can cope with this, but it's surprising how difficult it is to concentrate in the heat of a battle. However, don't despair, because it does get easier with time. In fact I reckon I've just about got the

the boys (and girls) are here, the boys to entertain you-oo-oo!





Super Street Fighter II

hang of it myself after a couple of frustrating hours of play.

Executing the special moves is pretty similar for all control methods, and equally difficult. Each character has two or three special moves (for instance Ken has a Fireball, Dragon Punch and special spinny kick thing that I've forgotten the name of), which can be pulled off by executing a series of joystick movements and firebutton presses. The sequences are all thankfully included in the manual (I hate it when they expect you to work them out yourself), so it's just a question of practising them. I reckon the best way to get the hang of them is to play a two-player game on your own so that you aren't constantly under attack. This way you have all the time you need, and believe me, you'll need a lot, because some of the moves are very tricky indeed.

It can be a bit daunting at first, especially if one of your mates is a bit of an expert, but

one of the things I've always liked about this game is that no matter how good you are at it you're never guaranteed a victory. You can always pull off a shock win against even the classiest player, and this helps to add a bit of spice to an uneven contest.

This is a virtually perfect conversion (the only real problems being that the gameplay window is a little small, presumably for the sake of speed, and the sprites seem to lack a little of the crisp definition of the original), and one that everyone should play. It is the Sensible Soccer of the beat'em-up world, and despite countless pretenders to the throne, none have really come close to knocking it off its very lofty perch! **A**



DeeJay sends Ryu tumbling backwards after dealing out some punishment in his own deadly kick boxing style



THE LOW-DOWN

PUBLISHER US Gold
CONTACT 0121 625 3366
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	92%
SOUND	89%
PLAYABILITY	93%
DIFFICULTY	Spot On

Buy this game. I can't stress it enough. It doesn't matter what you're into. Even if in the past you haven't liked beat'em-ups, this could well change your opinion, so you should put your prejudices away and take a look. Pretty much faultless in comparison with its console counterparts, US Gold has showed us just what we've been missing since the big guns abandoned the Amiga. If this doesn't top the charts for a long time on its release (and it probably will), then there is absolutely no justice.

REVIEWED BY STEVE

SECOND OPINION

Another Street Fighter game. Like, just what we all need yeah? Well as it happens, yes! This is the kind of release which can save the Amiga and you should all be thankful to US Gold. Er, in my opinion.

OPINION BY PAUL

OVERALL SCORE

91%

PUNCHDRUNK!

Unlock the bathroom door, zip up your trousers and relieve your frustrations in a far more healthy fashion. Yes, Gametek want you to be Brutal, just like their game, and are giving away a magnificent punchy thing plus copies of their top beat'em-up

Throw away the Band Aids and be a loser no more! Perfect your punching prowess with a startlingly fun punchball, then leather all hell out of someone really small. And praise the Lord for the people at Gametek, for it is they who giveth you the chance.

Ever since we lost our only copy of Gametek's King of the Jungle-type beat'em-up, we've been bored, sad that the brief but glorious violence of Brutal has left our lives.

Well, we reckon it's about time we all got really violent and started scrapping again.

But, no-one's going to give you a good tubbing if you're only hitting a punchball, so that's what you can win! Yes. If you're not Johnny Lucky from Lucksville you might be his cousin, Ferdinand Fortune, in which case you'll be lurching off with one of the five runner-up prizes in the form of the smashing Brutal game. It's a win fest! Question, answers... you know the drill by now.

RULES.

1. Anyone can enter, but if you're employed by or related to an employee of IDG or Gametek, be sure to give a false address so no-one finds you out.
2. Entries containing correct answers will be automatically disqualified.
3. But entries containing vile heaps of compost and rabbit droppings will probably stand a better chance than most.
4. Oh, and Johnny Morris can't enter either.



The Questions:

If Bruce Lee found the Terminator in bed with his wife and offered him out, tell us who you think would win, and why, in around 30 words.

Answers in by September 1

Punchball Competition

I think

would win because...

Name:

Address:

.....

.....

Postcode: Age:

Send your entries by September 1 to "Punchball Competition",
Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES.

ACTION REVIEW

P U Z Z L E



Amiga

**Timekeepers is
Vulcan's brand new
Valhalla/Lemmings
crossbreed.**

STEVE McNALLY

**clocks out early to see
what it's all about**



There is, it must be said, a disturbingly familiar look to the whole game. This might put Valhalla haters off

Yep, Vulcan are back with a game that at first sight looks too much like Valhalla for comfort. However, there's no need to throw your arms up in the air and tut with disgust just yet, because unlike its stablemate, Timekeepers falls well and truly into the puzzle game category.

Doubtless there will be some Amiga magazines who berate Timekeepers for featuring the same graphical style as Valhalla, but to me, that's being just a touch hypocritical. Can you think of any other software houses this charge could be levelled at? What about Sensible Software? All their games are based around a similar graphical style, but for some reason people aren't as quick to criticise them. Timekeepers is totally different to Valhalla and that's my final word on the subject. So there.

The second thought that crossed my mind was that Timekeepers was going to be a little too similar to Lemmings. Once again though I was proved wrong.

I quickly scanned the manual to get a brief idea of the storyline (Timekeepers, elite police force, protect fourth dimension, locate

Timekeep



The levels are varied enough to help hold your interest

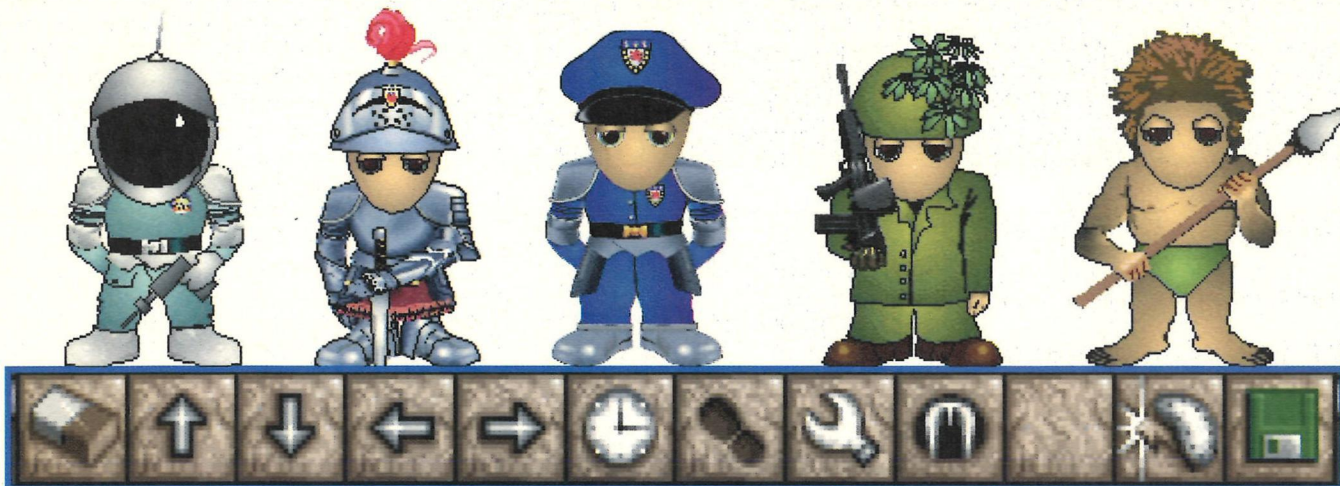


and disarm bombs, scattered through time, blah blah etc) and how the game worked. I may as well not have bothered. Timekeepers is one of those simple-to-play games in which the best policy is to jump straight in feet first and figure it out for yourself, only referring to the manual when you're completely stuck.

At the beginning of a section – of which there are four: Hieronumus Land 2M BC, Medieval Land 1245, Vietnam Land 1966 and Space Land 2001 – you are put in charge of a platoon of 14 Timekeepers who you must guide safely through the 15

The Vietnam level is definitely one of the trickiest in the game





From the left, the first four icons erase previous actions, and tell your men to go forwards, backwards or left!

Move right starts off the next set, followed by wait, jump and use any object that happens to lie in your men's path

The last four icons enable you to fight, er, put on a blank expression, quit the current level and save your position

ers

levels in each land. If you lose one of your team (ie he dies), you will start the next level with only 13.

As in Lemmings, the characters have no intelligence whatsoever. All they are capable of doing is walking in a straight line until they hit a wall and then turning through 180 degrees to head back in the direction they came. They will however follow any instructions you give them.

These orders are dished out via a series of icons at the bottom of the screen. Click on, say an arrow for example, and this will alter the direction of any Timekeeper who steps on it. A spanner icon will cause a Timekeeper to use an object directly in front of him, and a footprint will instruct him to



Each individual level is crammed full of puzzles and traps

leap over an obstruction. Using these simple tactics, all of the problems in Timekeepers can be solved.

The general idea is to find the right path through each level losing as few soldiers as possible. I found that along the way it is often easier to sacrifice a couple of your charges in order to speed things along, but it is possible to do most of the levels whilst keeping your entire troop intact. Having said that, you'd have to be some sort of puzzling genius to manage it. I don't consider myself to be a slouch in the logic department, but a number of the earlier levels had me stumped for ages, although I would like to say in my defence that I didn't fully understand how the game worked at that point and it certainly had nothing to do with me being thick or anything like that. Oh no. Definitely not.

Clockwatcher

Paul and Lisa at Vulcan have a big job on their hands if they are ever going to produce anything as impressive as Valhalla. They haven't quite pulled it off with Timekeepers, but they've once again demonstrated that they are one of the few Amiga programming teams left who've got a couple of original ideas to rub together. Timekeepers is another example of what can be done if a little thought is put into the structure of a game.

As puzzlers go this a good one, and if you fancy taxing the old brain cells for a while then Timekeepers is a more than worthwhile grey matter exercise bike – especially when you look at the price.

Unfortunately, in order to keep production costs and overheads down, the game will only be available by mail order. You can get it direct from Vulcan by filling in the coupon to be found lurking somewhere within the pages of this very issue.

Anyone who is still in love with their Amiga and is desperate for something worthwhile to play on it, should put pen to paper immediately. **A**

THE LOW-DOWN

PUBLISHER Vulcan Software
CONTACT 01705 67026
HD INSTALLABLE Yes
PRICE £12.99

GRAPHICS	73%
SOUND	82%
PLAYABILITY	90%
DIFFICULTY	Variable

Let's face it, Timekeepers was never going to have the massive impact of Valhalla. However, having said that, it is still one of the better releases of late. Admittedly it's an out and out puzzle game and that will doubtless put a lot of action fanatics off, but it should still appeal to a sufficiently broad cross-section of Amiga owners to be successful. I have no hesitation in recommending you get your cheque book out right away and take advantage of the superb offer which is located elsewhere within this very magazine.

REVIEWED BY STEVE

SECOND OPINION

Timekeepers certainly hasn't got the appeal of Valhalla, but it's definitely a more than competent puzzler. The graphics are nice and neat, the action is easy to follow and Vulcan have managed to pull off some nice speech effects again.

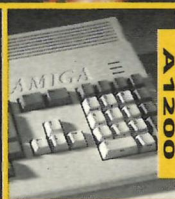
OPINION BY NEIL

OVERALL SCORE

87%

ACTION REVIEW

SHOOT'EM-UP



The two-player battle illustration in all it's, erm, artistic glory



Join **ANDY SHARP** as he fights his way through a dark chamber full of dismembered bodies. And we're not talking about his bedroom

Let's get one thing straight from the start, this is NOT a PC game. I'm here to review an AMIGA product and to give an honest opinion, not compare it with the vastly superior Doom on the aforementioned PC!

So, now that's sorted, Gloom can perhaps now be looked upon fairly and

These raptors are hard as nails and retreat is advisable if you're running low on energy. Unfortunately they're quick movers. Consider yourself warned

Gloom



Please don't shoot me I'm begging you! I'm all scared now. Pretty please



viewed on its own merits. And believe me, there's plenty to recommend it. Admittedly it's a direct Doom rip-off, but it's still by far the best 3D shoot'em-up available on the Amiga. Nothing else even comes close.

Developed by Black Magic, a division

of Acid Software, Gloom seems to be yet another winner. No sooner have these boys from New Zealand astonished the Amiga world with Super Skidmarks than they unleash this new piece of programming genius upon us.

Set in a futuristic arena, the walls of which are littered with computer terminals and enormous fans, there are many missions to complete and many enemy soldiers to 'take out'.

Your quest will take you through several small yet engrossing levels. There are no staircases to be climbed or descended and there are no lifts to be utilised, but this doesn't make any odds as the challenge is tough enough anyway. There are however some stages which involve teleport rooms. These see you whisked off to another part of the level, sometimes landing in extremely sticky spots where there are enemies everywhere, so it's best to be prepared for a major battle before you decide to teleport anywhere.

There are game options aplenty to be enjoyed, including a two-player battle (either using two joysticks on one machine or via a modem link-up), which involves running through a number of mazes and hunting down your opponent in a split-screen mode. It all works quite nicely and inevitably ends up in a bloodbath with laser shots flying all over the place.

Gloom is definitely not one for the squeamish. Fans of blood and guts (in abundance I might add), should take note that this is a gib fest and no mistake. In fact, there are even two options the player can choose from in this department – messy or meaty. These are pretty similar, the only difference being that the meaty option leaves all the guts and

limbs lying on the floor once they've been separated from an enemy soldier.



limbs lying on the floor once they've been separated from an enemy soldier.

To induce all of this carnage you are carrying a particularly powerful blaster. This can be powered up if you collect the relevant icons which have been left lying around. Collect enough of these power-ups and you will reach Mega Weapon status. This only lasts for a limited time and basically gives you a double barrel laser blaster capable of mass destruction. Use it wisely! There are also health bonuses to be collected, and, if you can find them, there

are a number of secret rooms which tend to be packed to the rafters with power-ups. Each stage varies in appearance and size but none of them are particularly enormous. Because of this, no password option has been included, and this is Gloom's most annoying aspect. No sooner have you lost all your lives after half an hour of play, than you are forced to restart right back at the beginning of the very first level.

Mind you, once you have finished all the mazes on one particular level, you don't have to play it again if you don't want. You will be able to start from the beginning of the next level from then on – even when you re-load the game.

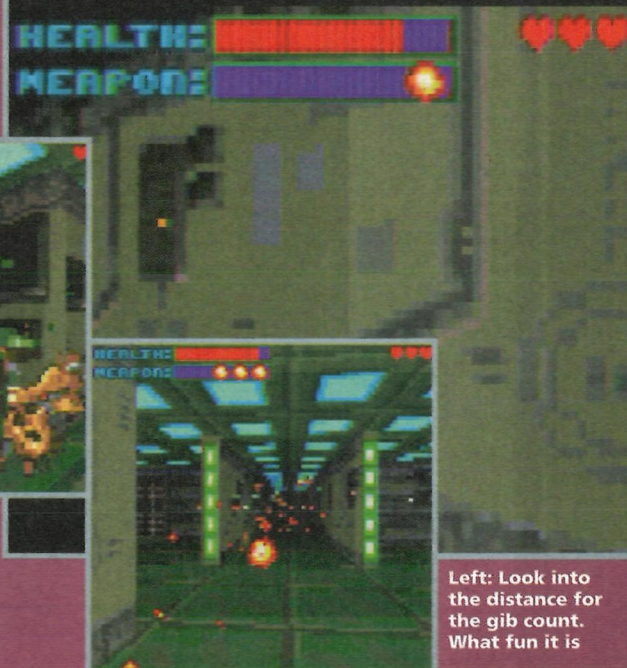
The second stage is set in a Gothic Tomb and is as atmospheric as they come, with monsters and ghosts flying at you from all angles.

Between each maze you're shown a simple illustration while the next one quickly loads up, but this picture only changes when you reach an entirely new level.

Graphically, it comes as no surprise to find that Gloom is a little pixelly, but



Here's the two-player split-screen battle. The other bloke is taking a pounding here. Loser



Left: Look into the distance for the gib count. What fun it is



Gloom

Right: This is a weapon bonus. Collect enough of these and you'll be (almost) invincible

depending on exactly how big you choose to have your playing window, this can be improved upon. However, having said this, even if you choose to have the graphics filling the whole screen, the pixel graphics work surprisingly well and there's nothing out of proportion.

The joystick controls are simple, responsive and effective and there's thankfully no need to take your eyes off the action to change weapons or anything via the keyboard mid-game. It's just a run about and shoot everything in sight fest. And it works damn well too.

Unfortunately you only have three lives to stamp your authority on the levels, and once these are used up that's it I'm afraid. I always manage to reach the same spot on one particular level then frustratingly lose my last life and have to start the game again. After a few tears have been shed I begin again, swearing blind I'll get past this point next time. I never do.

On the first level the enemy soldiers come in several different guises with varying strengths. The foot soldiers are the simplest to kill and there are more of these than any other. The Skinheads are tough as rocks but can be shot quite easily as they're under the impression they're so hard they don't need a gun. The robots are slow-moving and take tons of shots to destroy, but if they hit you, you are usually left in a fair sized pile of dog's doings. There are numerous enemies to be tackled throughout the whole game, but seeing as how I've only managed to reach the second level of mazes, I can only tell you about the foot soldiers, massive robots, ghouls, ghosts and raptors. Each vary wildly in strength so be prepared.

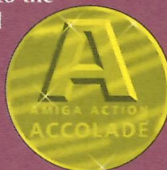
Right: Kill kill! Hide away in the alcoves to avoid being shot too much



Right: The baby bottles are energy icons which come in quite handy at most points in the proceedings

The sound effects in Gloom are limited to doors opening, screams of pain as bodies are blown into pieces, and your frankly rather pathetic laser gun thang which sounds more like a weak water hose than an instrument of death.

To ignore Gloom as yet another poor attempt at bringing Doom to the Amiga would be a very bad mistake. It's big, it's bold, it's messy, and it's coming your way very soon indeed. Gloom hits the mark every time! **A**



THE LOW-DOWN

PUBLISHER Guildhall Leisure
CONTACT 01302 890000
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	90%
SOUND	84%
PLAYABILITY	96%
DIFFICULTY	Variable

Direct Doom rip-off? Well, yes and no. Although Gloom has all the sci-fi elements of Doom, it's all set on ground floor level and doesn't involve all the staircases and lifts included in the much loved PC game. Standing proudly miles ahead of all other 3D shoot'em-ups on the Amiga, (Blood, Sweat & Fears, Behind the Iron Gate etc), Gloom is a gun toting success all round. The only problems are the omission of a password option between mazes and a pathetic sounding laser. Other than that, it's pretty darn fine.

REVIEWED BY ANDY

SECOND OPINION

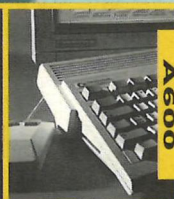
Doom's rubbish if you ask me. Not just on the Amiga either. I don't understand what all the fuss is about personally and I'd much rather spend my time having my spleen removed than playing Doom or any of its incarnations.

OPINION BY STEVE

OVERALL SCORE

90%

ACTION REVIEW FLIGHT SIM



Approach Trainer

Fasten seatbelts and adopt crash positions, your pilot is Captain **STEVE McNALLY**



Unfortunately these are by far the best graphics you'll come across in the game

The proper blandsters out there are no doubt already wetting themselves in anticipation of Thalio's latest Air Bus-esque flight simulator. Unfortunately, for me and the other 99% per cent of the population, the experience is a little more daunting.

Don't get me wrong, I like a good flight sim and indeed chose to review this rather than Acid's eagerly anticipated Gloom. It's just that the combination of a thick manual and distinctly rosey graphics is sometimes a little harder to stomach than some glossy action fester or other.

It's not that I regret my decision to review Approach Trainer – after all, I've stated on many occasions my strong aversion to all things Doom – in fact I quickly found myself quite enjoying it, although I'd appreciate it if you'd keep that just between you and me. If it gets out my reputation will be in tatters.

Anyway, AT is one of those games that reviews itself in the title. It will teach you to approach an airfield correctly (an essential life skill I'm sure you'll agree), and successfully land an aircraft at any one of 58 of Europe's most important airports. Just about every feature you could want in an

approach simulator and a few more are thrown in for good measure. Long and short approaches, overshoots and undershoots, variable weather conditions (from good to extremely bad), day and night approaches, improved PAPI lighting, beacon idents and airfield detail, and loads of even less interesting aspects than these can all be found in Colonel Rainer Bopf's (designer of all the Airbus games) latest commercial aircraft simulation. It all sounds very comprehensive, and I'm sure you'll agree, mightily impressive.

Come fly with me

It's all highly complicated stuff, and unless you're prepared to put in some serious time and effort, this isn't for you. Approach Trainer is not the kind of game where you can just rip off the cellophane and dive straight in. Well, you can, but don't expect a great degree of success.

The manual weighs in at a hefty 100 pages, and also included in the package are tons of accurate ILS Approach Charts

(although it is stressed that they shouldn't be used for real navigation), and a quick reference map of Europe to enable you to quickly find the nearest airfield when your fuel begins to run low.

Thinking about it though, that last one's pretty useless seeing as the game doesn't actually simulate free flight, merely the approach and landing at the various airfields.

As it states on the package this is a simulation of a simulator, so it goes without saying that action fans would be much better off looking for excitement elsewhere. The game does get incredibly tense at times when things start to go wrong, but will certainly not

provide an immediate thrill fix. If you fancy a

game that takes an age to get into but turns out to be extremely rewarding if you can be bothered to put in the hours at the controls, then Thalio's bank balance should be twenty five quid of your money heavier in the near future. If it's not your bag, go and buy Nicky Boom or something instead. **A**

THE LOW-DOWN

PUBLISHER Thalio
CONTACT 0121 449 4464
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	54%
SOUND	79%
PLAYABILITY	70%
DIFFICULTY	Tricky

In the words of legendary comedian Roy Walker, "It's good, but it's not right for fans of action games". Okay, so maybe I've used a little artistic licence with the quote, but you get the picture. I like Approach Trainer, but I'm alone amongst the AA team. The game couldn't be any more accurate as far as I'm concerned, and for that fact alone it should be commended. However, beware! Approach Trainer is going to do absolutely nothing to enhance your image. They should send this one out under plain cover.

REVIEWED BY STEVE

OVERALL SCORE

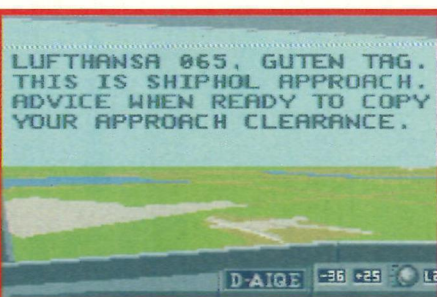
81%

I've put in another sterling performance there, as you can tell by the statistics

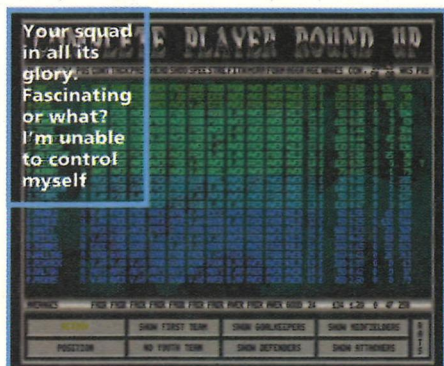
Performance

Approach	8
Touchdown Point	8
Bank	8
Vertical Speed	8
Heading	8
No. of Touchdowns	1
Overall Rating	8
Score Points	8

BANK
GEAR
SINK RATE
OFF RWY



ACTION REVIEW SPORTS SIM



Your squad in all its glory. Fascinating or what? I'm unable to control myself

The start of things to come. Choose your team with care



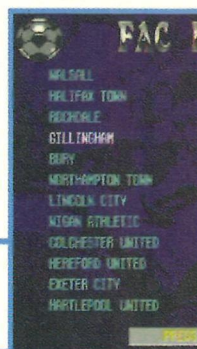
You'll have to bear with me on this one for what else can possibly be said about football management games? Oh what the hell? Here's a full classified rundown of what's included in this particular variation on what's becoming an annoyingly familiar theme.

You train both your full squad and youth teams using a pretty full and comprehensive training schedule, then you select your team. Before doing this however, it pays to check out the strengths and weaknesses of all your players and wheel and deal as you would in any other football management game.

Another aspect of Top of the League worth mentioning is the employment of specialist trainers who look after every aspect of your players' health and fitness from their daily training schedule right down to their diet. I always thought that footballers lived on a diet of beer, classified drugs and curries, but not according to TOTL.

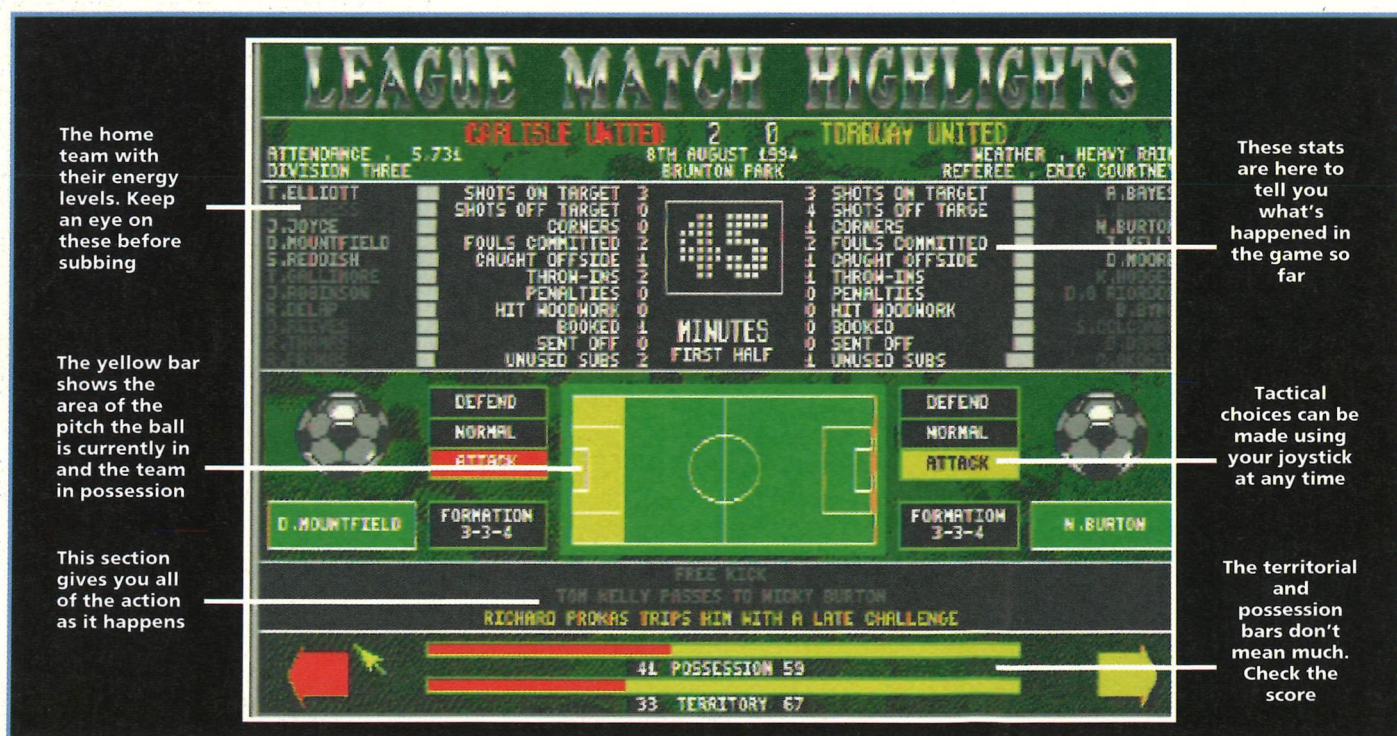
After spending a good 10 to 15 minutes ploughing your way through all of this, you may be surprised to know that a game of football can be played. This is perhaps the

The cup matches can make or break your financial stability. Try not to lose them. A first round exit can spell disaster



Rapture, it's another (ANOTHER!!) of those bloody football management games. Poor old **ANDY SHARP** can barely contain himself

Top of the Le



The home team with their energy levels. Keep an eye on these before subbing

The yellow bar shows the area of the pitch the ball is currently in and the team in possession

This section gives you all of the action as it happens

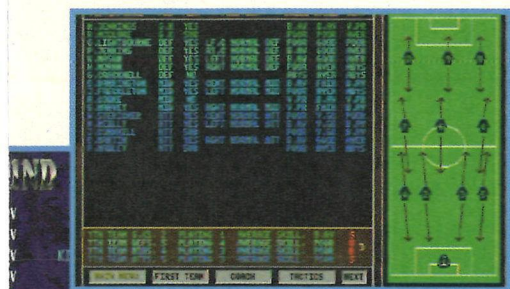
These stats are here to tell you what's happened in the game so far

Tactical choices can be made using your joystick at any time

The territorial and possession bars don't mean much. Check the score



START A NEW GAME **LOAD A SAVED GAME**



poorest aspect of the game, as it consists mainly of a bar showing the colour of the team in possession coupled with some commentary type text in a small box.

STOCKPORT COUNTY

GELEY PARK YEAR FOUNDED 1883 THE HATTERS

AUTOGLASS TROPHY FINALISTS IN 1992 AND 1993.

DIVISION TWO		BEST AVAILABLE TEAM		POS	SKILL	SPEED	AGE	VALUE
E RECORD	AWAY RECORD	JOHN KEELEY	6.M	GOOD	FAIR	33	£	47,000
0	WON	SEAN CONNELLY	DEF	V.GD	FAIR	24	£	223,000
0	DRAWN	JAMES GANNON	DEF	GOOD	V.GD	26	£	156,000
0	LOST	LEE TODD	DEF	FAIR	V.GD	22	£	92,000
0	FOR	BILL WILLIAMS	DEF	AVR	GOOD	34	£	74,000
0	AGAINST	DEAN CONNELLY	MID	GOOD	FAIR	24	£	110,000
		DEAN EMERSON	MID	FAIR	V.GD	32	£	73,000
		DEINIOL GRAHAM	MID	V.GD	GOOD	25	£	150,000
		DAVID MILLER	MID	GOOD	FAIR	30	£	89,000
		CHRIS BEAUMONT	ATT	V.GD	FAIR	29	£	87,000
		PETER DAVENPORT	ATT	V.GD	FAIR	37	£	23,000

LAST SIX MATCHES

HOME STRIP **AWAY STRIP**

GOALS SCORED PER MATCH 0.00
GOALS AGAINST PER MATCH 0.00

CURRENT TEAM MOR

NUMBER OF FULL TEAM PLAYERS 24
AVERAGE AGE 25
AVERAGE WEEKLY WAGE 150
AVERAGE CONTROL FAIR
AVERAGE TACKLING FAIR
AVERAGE PASSING GOOD
AVERAGE HEADING FAIR
AVERAGE SHOOTING FAIR
AVERAGE SPEED GOOD

BANK BALANCE £ 495,000.00

Stockport County, you are the greatest team in the world. Simply the best. Nobody comes close. Honest

Gone are the terribly naff player profiles and in come some rather fetching er, footballs to take their place. However, the controls are a mixture of both mouse and joystick which makes things a little confusing and TOTL lets itself down badly in this department.

Another annoying feature is the substitutions. A player can only be replaced at half time or when he is

injured, so this option is somewhat unrealistically limited.

On the plus side, Top of the League is so much better than some of the other management games we've seen recently – Tactical Manager 2, Super League Manager et al – but it doesn't compare with top of the range efforts such as Ultimate Soccer Manager and On The Ball. So what more is there to say? **A**



Check this out. This is your main game screen. Interesting or what?

THE LOW-DOWN

PUBLISHER Digital Warehouse
CONTACT 01279 421599
HD INSTALLABLE NO
PRICE £25.99

GRAPHICS	61%
SOUND	34%
PLAYABILITY	65%
DIFFICULTY	Tricky

I've said it before and I'll say it again. Why are there so many football management games around? I'm becoming disheartened at the lack of variations on a theme. What more can be included that hasn't already been seen previously? Top of the League isn't the worst example of this genre by any stretch of the imagination, but it's certainly not the best either. There are some nice touches here and there but these are weighed down by too many unoriginal aspects. A couple of games in and you'll wish you were elsewhere. In fact

REVIEWED BY ANDY

SECOND OPINION

There are far too many sub-standard footy management games around at the moment for my liking. My advice is to stick with what you've already got in this department because it's got to be better than the majority of drivel that's being

OPINION BY STEVE

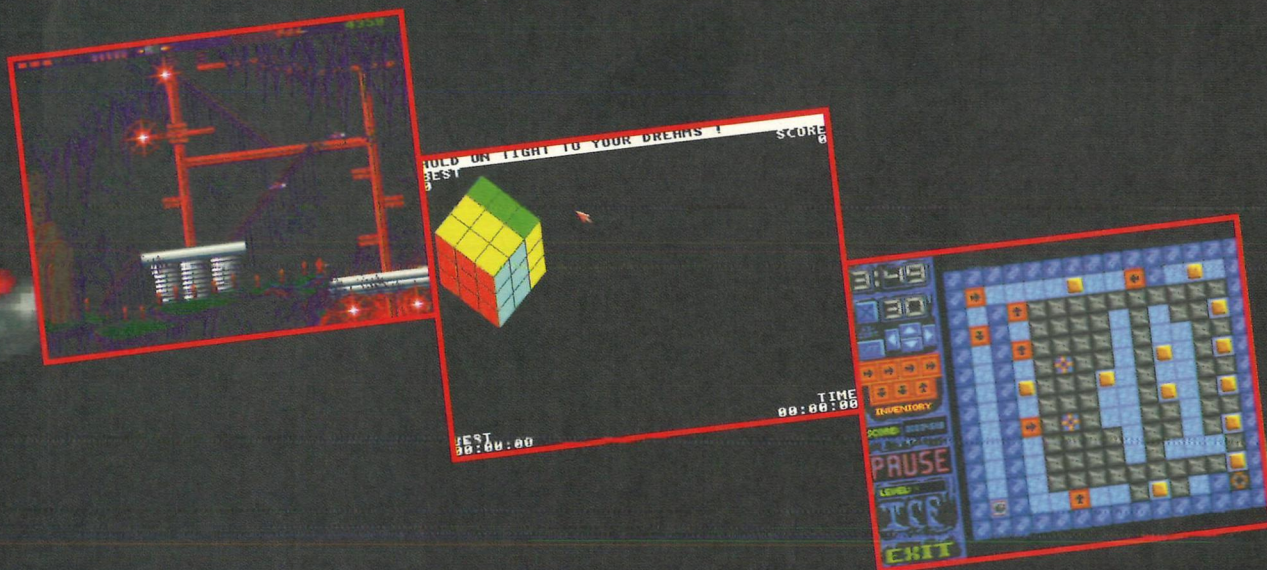
OVERALL SCORE

61%

Cast your mind back if you will to issue 71 and our splendid **Do a Game** competition which encouraged all of you prospective programmers to produce a game of your very own. The incentive was the chance to win £250 and the possibility of seeing your game placed on one of our coverdisks in the future. Well, the

Game for

response has been overwhelming so we're extending the deadline until September 30. Here's a brief synopsis of some of the entries we've received so far to give you some idea of what we're looking for. We're sure you'll agree, they're a diverse bunch, proving there's plenty of untapped talent out there.

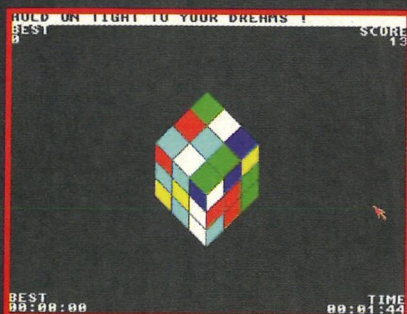


r a laugh

RUBIK'S CUBE Krzysztof Przybylak

This self-explanatory entry has come all the way from Poland. The basic idea behind Rubik's Cube is erm, well to be honest, it's not all that clear, but it appears you have to actually rearrange the cube as it has already been completed for you at the outset.

You have the option to place the cube anywhere on the screen, and a clock counts the time away as you try to complete each of the cube's faces. For some successful turns of the cube you're awarded points. Quite for what, I have no idea.



To rotate a single section of the cube you simply place the cursor over the block you wish to move and then hit the relevant cursor key to move it in the direction required. To rotate the entire cube, simply click the left mouse button and again, tap the relevant cursor key. Initially it seems far too confusing having to use this combination of keyboard and mouse, but bear with it a while and things become (slightly) clearer.

CONQUEST David Serafim

Conquest is a strategy game written by David Serafim from Lisbon using AMOS Pro. Similar in style to Mega-lo-Mania, your task is to defeat the other warring factions and take over their territory to become the overall ruler of the game map.

Your nationality can be chosen at the start of the game, as can your overall level of wealth (which dwindles as the game progresses). You are given four ethnic groups to choose from – Gaul, British, Hispanic and Roman – all of which have



their own individual characteristics and strengths. The Hispanics for example reproduce at a fair old rate, but are a weak fighting force, whereas the Romans are the exact opposite.

Each map needs to be cleared of opposition by means of some crafty tactical play and the recruitment of civilian villagers. If things go to plan, you will soon be building a vast, unbeatable army and numerous fortresses.

Looking like an idea based on Asterix, the main nationality sprites could have come straight from the classic French books themselves. However, this is where any similarities end.

Action Feature

Game for a laugh

The game is controlled via the mouse and is so simple and responsive it seems unfair. Why can't more of today's games be of this high standard?

SPACE ESCAPE Johan Romin

From the land of dodgy pop bands and erm, that hairy tennis bloke from a while back, comes this one level demo of Space Escape. The team of three behind this all-out shoot'em-up don't have access to all of the equipment they would like, so although this isn't the best game we've received, it's certainly a fair effort. The three lads involved in this project go under the collective name of Hyperion.



The basic idea behind this game is to shoot the numerous alien space crafts while collecting laser power-ups and progressing through the levels. It's very reminiscent of the old classic, Parodius, so readers with long memories should get the general idea.

ALIEN FISH FINGER David J Cruickshank

Regular readers of Amiga Action may have come across David J Cruickshank's work before. Remember our Wired Chaos coverdisk? Well, that

was David under the guise of Skull Army Software.

Not sure exactly what the title of the game is all about, but Alien Fish Finger is a flip-screen shoot'em-up. Your missions take you through some weird and wonderful worlds in which you explore numerous screens and shoot everything in sight.

Dead soldiers and aliens may leave power-ups behind, including hand grenades and extra letter bonuses, and there are some hidden areas containing whole words which can be located with some careful and methodical exploration.

Each mission is explained before you begin, and it's then down to you to battle your way through. The sprites may be tiny, but you can clearly see what's going on, right down to the streams of blood flowing from open wounds.

The controls are executed using the joystick, and the sprites move with surprising grace in all directions. Along the way you'll come across plenty of aliens and space craft, and it's all pretty impressive to be honest.

BREAKOUT 2000 Paul Champion

Can you by any chance guess what this is all about? Yes, it's another incarnation of the ever reliable Breakout. Featuring all the aspects of the old classic Arkanoid in terms of



colour, bonuses and gameplay, it's no ground-breaking game, but it certainly plays well enough.

The bonuses are everywhere. No sooner have you collected an icon to extend the size of your bat than you've collected another which turns it into a micro dot.

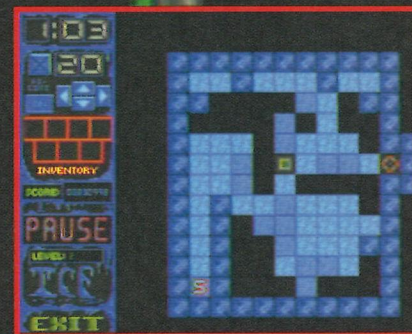
Some of the blocks will take a few hits to clear, with each contact changing the colour of the block until it finally disappears. The longer you take to clear the levels then the faster the ball will move. This eventually becomes a bit of a nightmare, and your only hope is to grab a 'slow the ball down' icon allowing you to continue as normal.

After a level is completed you'll be given a password for a restart. This comes in very handy because Breakout 2000 is a very tough game to progress through.

THE GIMP R Christopher Munasinha

This puzzler was dreamt up in January this year and was then rushed to us as an entry to our competition. The Gimp is a rather pathetic creature with less brains than plankton, and because of this it's your job to guide him safely round a number of small mazes.

Your inventory is full of useful items such as arrows to guide the Gimp in a given direction, or a stop/go block which stops him before he stumbles from the level into oblivion. Use the items in the correct combination and you're guaranteed success. This is all well and good until you reach levels with teleport blocks. There's



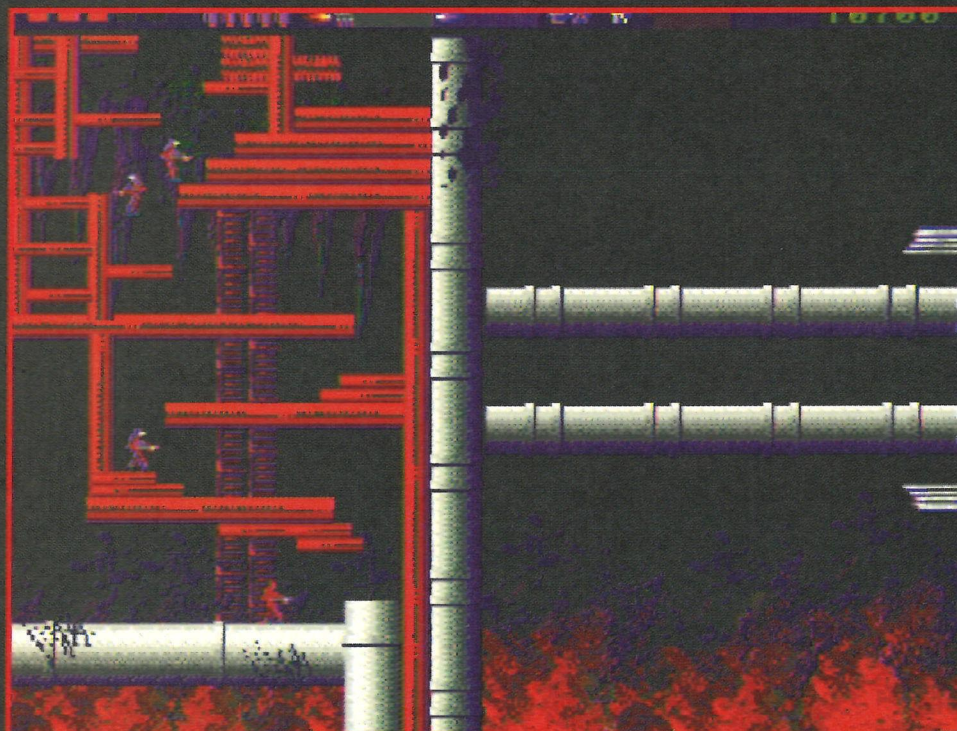
no telling where your Gimp will reappear, so it's a frustrating guessing game initially.

The icons available to you are varied and sometimes seem as complex as the levels themselves. The Gimp himself appears to be a blob thing, who when activated moves at great speed in any direction you send him.

Failure to complete a level within the time supplied will halve your score for your next attempt.

Points are awarded for the amount of time left after the completion of a level. For this reason it's a good idea to spend a little time muddling things through mentally first. Thankfully you're given a password every five levels to prevent you having to restart at the beginning of the game again. This comes in quite handy as some levels will hold you up for great lengths of time.

There are a hefty 41 levels to solve, and if you're a fan of brain curdling mayhem then this is a game that could keep you going for quite some time. **A**



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SPECIALS

ACTION REVIEW REVISITED

Base Jumpers

We haven't used the CD32 for quite a while now (because the release schedule is oh-so hectic these days), so the arrival of two updated versions of recent games caused a frantic search for all the leads required to connect the damn thing to a monitor.

Base Jumpers was loaded up and to my surprise contained quite a significant number of revisions. Rasputin have worked hard to improve their previously average platformer for its CD release and should be commended for their efforts. A whole new level (Kung Foo) has been added along with a new event (The Therapeutic Event) and a new bonus game (Kung Foo Practice). Along with these additions



all the sub games have been tuned-up – with the exception of Ping – and include new graphics and wider screens. Oh yes, and all games except for the beat'em-up are now for 1-4 players.

Apart from that it's the same blend of platforming and er, skydiving as before, and while it could never be described as a classic, it was always alright and the CD version is a significant improvement.

If you own a CD32 (and it's not already been dumped in a cupboard and forgotten about), you're probably desperate for something new to play. I wouldn't say I heartily recommend Base Jumpers but I must admit to quite enjoying playing it for a while. **A**

PUBLISHER Rasputin **PRICE** £19.99 **REVIEWED BY** Steve



C D 3 2

ORIGINAL SCORE

70%

UPDATED SCORE

73%

Skidmarks

Everyone knows about Super Skidmarks (or as it has become unofficially dubbed, Skidmarks 2). It's far and away the best racing game ever to appear on the Amiga. It's incredible blend of speed, action and excitement has gripped gamers all around the world leading to soon to be released console conversions.

For the Amiga to have such a quality product exclusively for so long is an



experience we had almost forgotten about, but Acid have changed all that, first with Skidmarks and then Skidmarks 2.

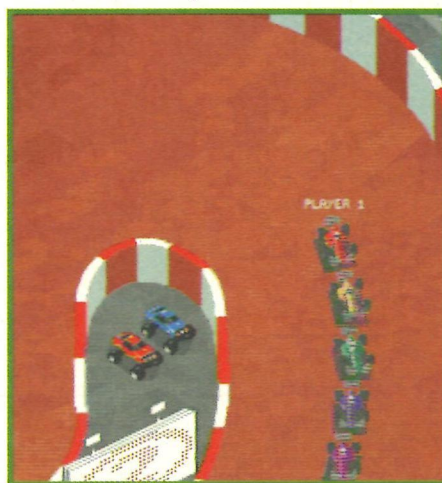
The CD version has a few significant differences although unfortunately they don't in the main have anything to do with the game and its playability.

There are three additional programs on the CD along with the actual Super Skidmarks game. There's a playable level of another Acid classic, Guardian, a movie kind of thing which I think was the intro to the excellent Roadkill, and an arcade-perfect Blitz Basic version of everyone's favourite shoot'em-up, Defender.

These are nice 'freebies' to have on the disk and are fun for a while. But, the game is the important thing, and sadly there is only really one major difference.

Basically there's another car you can drive. That's it, but it could be quite easily argued that you can't improve on genius so why bother trying. If you haven't already got this or fancy playing it without all the disk swapping, Super Skidmarks CD32 is an absolutely essential purchase. **A**

PUBLISHER Acid **PRICE** £30.00 **REVIEWED BY** Steve



C D 3 2

ORIGINAL SCORE

92%

UPDATED SCORE

92%

STARDUST

Publisher Daze

Price £6

Stardust is a fine little game, there has never been any doubt about that. Basically, it's an updated version of Asteroids, with the gameplay remaining pretty much the same, despite the line art wire frame graphics receiving an impressive overhaul.

They're the type of images that leap out of the screen, grab you by the throat and steadfastly refuse to let go the instant the title screen disappears.

At the time of its initial release I gave Stardust a slightly controversial score of 78%, a mark which to



this day I have steadfastly defended, even in the face of a hail of criticism from parties who shall remain nameless. This is because I felt that as a full price product, Stardust was a little lacking in variety.

The initial attraction of the stunning visuals wore off a little too quickly and I felt that the gameplay was ever so slightly limited. However, times have changed. Amiga owners can't afford to be too picky at the moment, and when you think that this is retailing for a paltry six quid (see the news pages for details), there's no reason not to up the original mark quite significantly. Which is exactly what I have done. And there's not a mention of a Womble in sight!

Reviewed by
Steve

SCORE 86%

ISHAR 2

Publisher Daze

Price £6

The Ishar RPGs have always represented great value for money. They're huge, sprawling beasts of games that keep you going for literally months. I don't know anyone who has ever managed to finish one despite weeks of trying very hard indeed, but now there's no excuse for us all not having a go because you can get arguably the best of the trilogy for a mere six pounds sterling (see the news pages).

If there was a value for money police squad they should lock Daze up for a good few years because such a low price for such a long lasting game has got to be illegal.

Ishar 2 is pretty heavy going at times (as are both the other Ishar games), but RPG fans will absolutely



lap it up. I don't know about action fans – there's a chance they may find it all a little plodding – but anyone who likes to spend time thinking deeply and pondering their next move will probably never find a better way of spending just over a fiver.

With the release of both Ishar 2 and Stardust at these ludicrously low bargain budget prices, Daze has covered virtually all angles of the market, and if this is the way Amiga games are going to be sold in the future, new owners to the machine are going to have nothing to complain about. Well, apart from the lack of new, quality titles that are being released, obviously, but we've said enough about that already.

Reviewed by
Steve

SCORE 84%

PD

If public domain software is your

THE LAST SOLDIER: If you're looking for the Last Soldier, he's hiding in the top right of this shot. Look carefully and gasp in awe at his presence!



The Last Soldier

On-Line PD

This is purely and simply a platform terror from beginning to end. And it's not much good at all. You play a lone soldier who seems to run about exploring this strange place and

shooting people and robots.

Thankfully you only have one life so you usually don't last too long, although you can pick up extra energy, weapons and First Aid.

Graphically it's poor and although the controls are simple and

SUPER COMBAT 3: Oh the joys of reviewing PD. Check out this beauty



responsive, your soldier moves with the agility of a limping Dalek thanks to his lack of animation.

Super Combat 3

On-Line PD

Super Combat 3 is one of those games we've all seen millions of times before. It's one of those run around, save hostages and shoot everything else in sight before moving on to the next level type things.

It looks like a cross between Cannon Fodder and Total Carnage, but it's not as playable by any stretch of the imagination. However, for a

Game of the month

Friday Night Pool

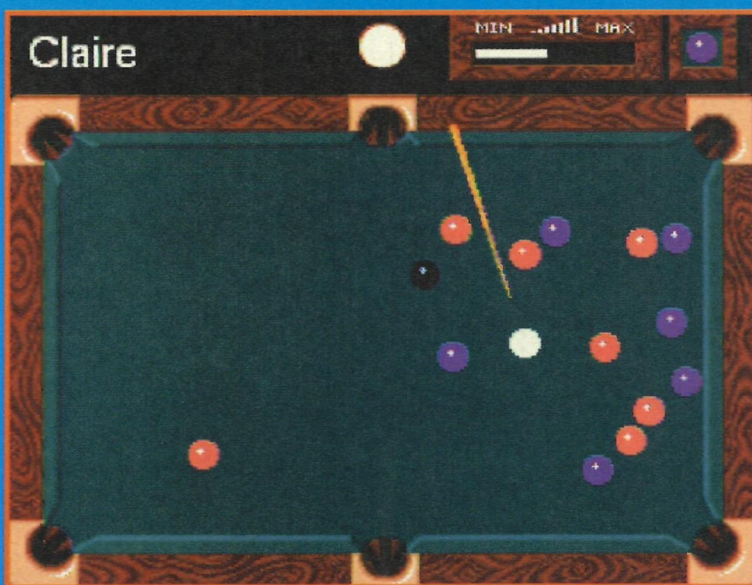
Jon Harris

As everybody knows, public domain games vary wildly in terms of quality. Friday Night Pool however is actually rather good. Bearing more than a passing resemblance to Team 17 Pool, the graphics are both clear and uncomplicated.

The game options are simple to use and quite varied, with a custom game included which is a pleasant enough variation on the traditional game of pool.

If you're a little on the sad side there's a strip pool game thrown in too, which you'll be mightily impressed with if your particular 'thang' is looking at cartoon pictures of scantily clad ladies. Paul Roundell was infatuated by the buxom blond, Sally, so we'll leave you to draw your own conclusions about him.

You control the action via either the keyboard or joystick, and it's all incredibly simple. There's no



clumsy fumbling about, it's just a matter of getting the angles right. All of this table-top fun can be yours for a small green note with a "5" printed on it.

thang, Andy Sharp is your man

paltry quid or two you can't go wrong. As long as you don't mind the odd glitch or two.

Super Skiddy Things 3

Simon Hitchen

Simon Hitchen, the man responsible for the Mortal Kumquat vs Super Fruit Fighter 2 coverdisk which graced our July issue has knocked up yet another comedy version of a popular game. Yep, it's an overhead racing game in the Acid mould, but it's Skidmarks with a difference.

Mortal Kumquat is a two-player game only, and so is Super Skiddy Things 3. So, you've been warned. If you fancy a race against the computer, forget it.

Gameplay is simple enough; your skiddy things skate around an ice circuit over three laps, and the one which crosses the finishing line first is the winner. The tracks start out simple and become more complex, including more obstacles and tighter corners as you progress.

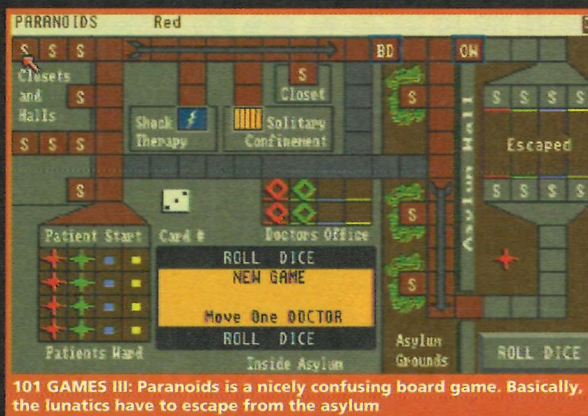
As with Mortal Kumquat, which was a parody of Mortal Kombat, Super Skiddy Things is a direct rip off of Super Skidmarks, right down to the pong game which you can play between races.

Boomin' Eck!

On-Line PD

Oh how we laughed at the clever word play in the title. Boomin' Eck! is a shameless reworking of Bomberman. And it's not too bad.

Graphically it doesn't win any prizes, but this game actually plays



101 GAMES III: Paranoids is a nicely confusing board game. Basically, the lunatics have to escape from the asylum

quite well. It involves you running about in a maze, dropping bombs to remove walls and blowing up the other player.

Along the way there are several bonuses such as extra bombs to be picked up, but everybody already knows this don't they? We've all played Dynablaster before haven't we? No? You know, funny little blokes in helmets running round a maze full of brick walls and stuff. surely that must ring some bells. Where have you been all these years?



BOOMIN' ECK: Look familiar? This is an attempt at that Dynablaster thing. But nowhere near as good

101 Games III

Software 2000

This is exactly what it says, 101 games on six disks and a data disk. The games obviously vary in terms of quality and longevity, but if you search through them for long enough, you're guaranteed to find something that you quite like.

As well as all the games there are some pretty helpful puzzle guides here too. Again it will take some looking around to find the best of the bunch, but that's part of the fun isn't it?

Contacts

Jon Harris - 2 Leigh Rd, Walsall, West Mids, WS4 2DS

Simon Hitchen - 33 Bodmin Rd, Middleton, Leeds, LS10 4PL

On-Line PD - 1 The Cloisters, Halsall Lane, Formby, Liverpool, L37 3PX

Software 2000 - 48 Nemesia, Amington, Tamworth, Staffs, B77 4EL

A screenshot from the game 'Angry Birds'. The scene is set on a green grassy field with a brown, rocky ground at the top. A pig character, wearing a red cap and a yellow shirt, is standing in the center. To its left is a small white ball, and to its right is a large black bomb. In the bottom right corner, there is a large orange ball. The top of the screen shows a row of yellow blocks with the number '10' on the left and '5' on the right. The bottom of the screen features a green bar with a yellow '100' on the left and a yellow '100' on the right.



**WIN! Virocop
jackets and
Speedball 2
jackets!**

**Courtesy of Warner
Interactive Entertainment**

GET YER GLAD RAG

WinWinWinWinWinWinWinWinWinWin

CompetitionCompetitionCompetition

With the summer in full swing and temperatures soaring throughout the land, what better time for us to present you with the opportunity to get your hands on some sturdy winter fashion jackets, courtesy of those fine people who brought you Virocop and Speedball 2 CD32?

We have four fabulous Virocop jackets and three superb Speedball 2 "blousons" to give away, each of which would retail at well over £100 in the shops. That's seven possibly hand crafted items of clothing for seven lucky people who will undoubtedly be the envy of all their friends. Er, later in the year.

The Virocop garments are a swish wool/cotton blend with quilted inner, while the Speeders overcoats are made of tough, resilient shiny stuff, and are also very smart. Each is emblazoned – tastefully – with the logo of the game it purports to advertise, and they're yours to win! But we've already said that. Did we say Warner Interactive Entertainment kindly donated them? Yes? Oh.

To win one of these fine fashion items you'll need to answer the jacket/computer game-like questions below correctly and get your answers to us by the specified date. Seven winners will get whichever jacket we damn well feel like sending, and don't bother including a preferred size, because one size "fits" all.



1. Chicago DJ Steve "Silk" Hurley was responsible for which early house classic?
 - a: Jack it up
 - b: Jack it in
 - c: Jack your body
2. New Jersey DJ Virocop was:
 - a: Responsible for the birth of modern dance music
 - b: Arrested on drugs charges and released on conditional bail
 - c: Nothing but a computer sprite, thus rendering this question unfunny and stupid
3. The Bitmap Brothers:
 - a: Have changed their name to the Outhere Brothers
 - b: Have a Polygon Sister called Jean
 - c: Like wearing sunglasses on photographs

RULES.

1. Anyone can enter, but if you're employed by or related to an employee of IDG or Warner Interactive Entertainment, be sure to give a false address so no-one finds you out.
2. Entries containing correct answers will be looked upon with amazement.
3. But entries containing wrong answers will be greeted with resigned sighs.
4. Oh, and rubbish people needn't waste their time entering either,

Glad Rags Competition

PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES.

S ON

Win Win Win Win Win Win Win

Wheelspin



The big question about Wheelspin is undoubtedly going to be: Why? With ATR and Super Skidmarks already out there, surely it's an impossible task to gain a foothold in a market that's already chock-a-block with quality product. We'll have to wait and see. Maybe Kompart will prove us wrong, but from what we've seen of the early preview version of Wheelspin that **STEVE McNALLY** has been playing, they're a long way from a podium position.

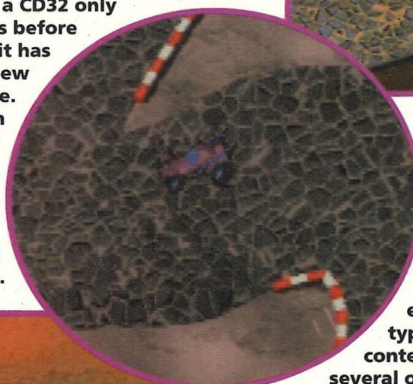
Okay then, Wheelspin looks like Skidmarks and to a certain degree seems to play like it. However, at this stage that is most definitely where the similarity ends. There are several different types of circuit, but as the car seems to be levitating about four feet off the ground at all times, the handling is identical on all tracks. A flaw which must be corrected before the final version.

FINAL STANDINGS		
TIME RESULTS		
POS	DRIVER	TIME
1	K.KOLL	0:40:12
2	R.OWITZ	0:45:28
3	M.CRATON	1:03:28
4	N.BULL	1:03:46

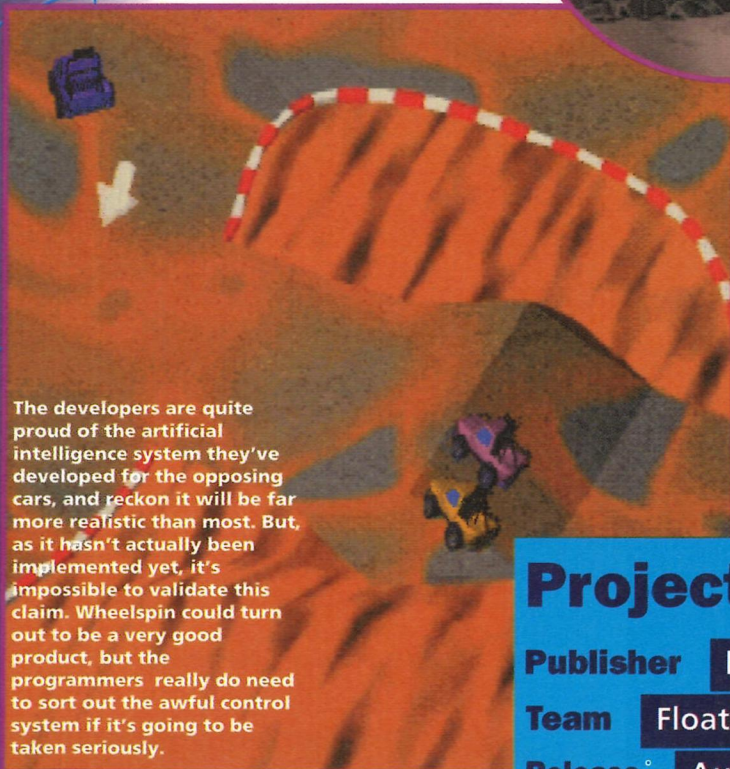
The graphics are very nice indeed and this is the one aspect where Wheelspin betters Skidmarks. Now if only they can get the control system sorted out they could be on to a winner. I don't like to criticise too much at the blue print stage, but it's much more beneficial to all parties concerned if deficiencies are pointed out now rather than when the game is in the shops.



This was originally planned as a CD32 only release, but unfortunately that was before the CD32 turned into the disaster it has undoubtedly become. So, hasty new plans were drawn up to compensate. Now the game will only appear on AGA and ECS Amigas (whatever they may be). Why people can't just say A1200, 600 and so on is beyond me. I must admit that I can't actually tell you what an ECS Amiga is, because I simply don't know (or care).



There are only eight tracks in the game, but various efforts have been made to compensate for this. Various league options are available and different characters can be chosen to drive the car. Almost every track has two different types of terrain for you to contend with, and there are several other characters for you to compete against too.



The developers are quite proud of the artificial intelligence system they've developed for the opposing cars, and reckon it will be far more realistic than most. But, as it hasn't actually been implemented yet, it's impossible to validate this claim. Wheelspin could turn out to be a very good product, but the programmers really do need to sort out the awful control system if it's going to be taken seriously.



Project Wheelspin

Publisher Kompart

Team Floating Point

Release August

Inspected by Steve

Exclusive Timekeepers OFFER

Following on from the phenomenal success of our Valhalla and Valhalla: Before the War offers, we felt we just had to tie up Vulcan's latest release, Timekeepers, in a similar fashion.

If you're a puzzle games fan then Timekeepers is an essential purchase. Not only

is it extremely addictive and great fun to play, it's priced at a mere £12.99 to boot.



In fact we'd be amazed if you haven't already stopped reading and rushed off to get your chequebook.

Timekeepers follows the exploits of an elite special force of police officers of the future. These custodians of the law have been charged with the task of saving the world from the hands of an evil and twisted genius. The game features an exciting blend of interesting graphics, top quality sound and mind-bending puzzles that will tax the intelligence of even the most hardened gamers.



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Blackpool **1** **Crewe** **1** Wed 17.8.94

League Cup 1st Rnd. L1/Full Time 1:1 HT 1:1 FT

	Pos	Opp	Att	Goals	Assists	Free	Shots	On	Off	Pass	Set	Pen	Disc
1	Leitch	3	3	0	2	1	1	5	1	0	0	0	98
2	Watson	5	0	0	3	1	0	0	3	0	0	0	87
3	Murphy	9	4	0	10	9	2	10	7	3	0	0	90
4	Briggs	19	14	1	13	10	6	9	6	2	1	0	86
5	Homer	10	5	0	13	11	9	21	11	0	0	0	78
6	Mitchell	12	6	2	21	13	4	6	3	0	1	0	81
7	Mellon	16	10	1	12	9	4	3	1	0	0	0	79
8	Bonner	4	3	0	16	11	5	11	5	2	1	0	86
9	Ellis	5	2	0	9	4	0	11	5	0	1	1	84
10	Sheedy	13	8	2	18	13	6	4	2	0	1	0	75
11	Davies	13	7	0	11	5	4	1	1	1	0	0	94
12	Thompson												
13	Stoneman												
14	Gunn												

Exit

If you remember the original Championship Manager you'll also remember that it could never be accused of having good graphics, even if it was seen running alongside Jet Set Willy on the ZX Spectrum. Domark has set about changing this with the introduction of a much clearer interface that is an absolute dream to look at and use.

So it looks very pretty as you can see from the screenshots and in-game photos on this page, but what's the point if nothing else has changed? Oh but it has. Not only have the graphics been vastly tarted up, but so has the game. Just when you thought no more mind-bending statistics could possibly be crammed into the code, there are now more than in any other game ever.



There are more things than ever before to get your head round. For a start, the players now have two columns of ratings telling you just about everything from their shooting ability to their shoe size (well, almost). Careful study has to be made of each player to find his strengths and weaknesses so that you can play him in his best position.

Blackpool

Match Positions

	Pos	Opp	Att	Goals	Assists	Free	Shots	On	Off	Pass	Set	Pen	Disc
1	Lee Martin												
2	Andy Watson												
3	Jamie Murphy												
4	Gary Briggs												
5	Philip Homer												
6	Neil Mitchell												
7	Nicky Mellon												
8	Merr Bonner												
9	Tony Ellis												
10	Kevin Sheedy												
11	Michael Davies												
12	David Thompson												
13	Paul Stoneman												
14													
15													
16													

Exit

Champions Man



There are also a wealth of new stats which can be called upon during the in-game sequences. Clicking on the mouse button at any time during a game brings up comprehensive details of how things are going for each team. You can find out how many passes a player has completed and attempted in a game - everything is kept track of.

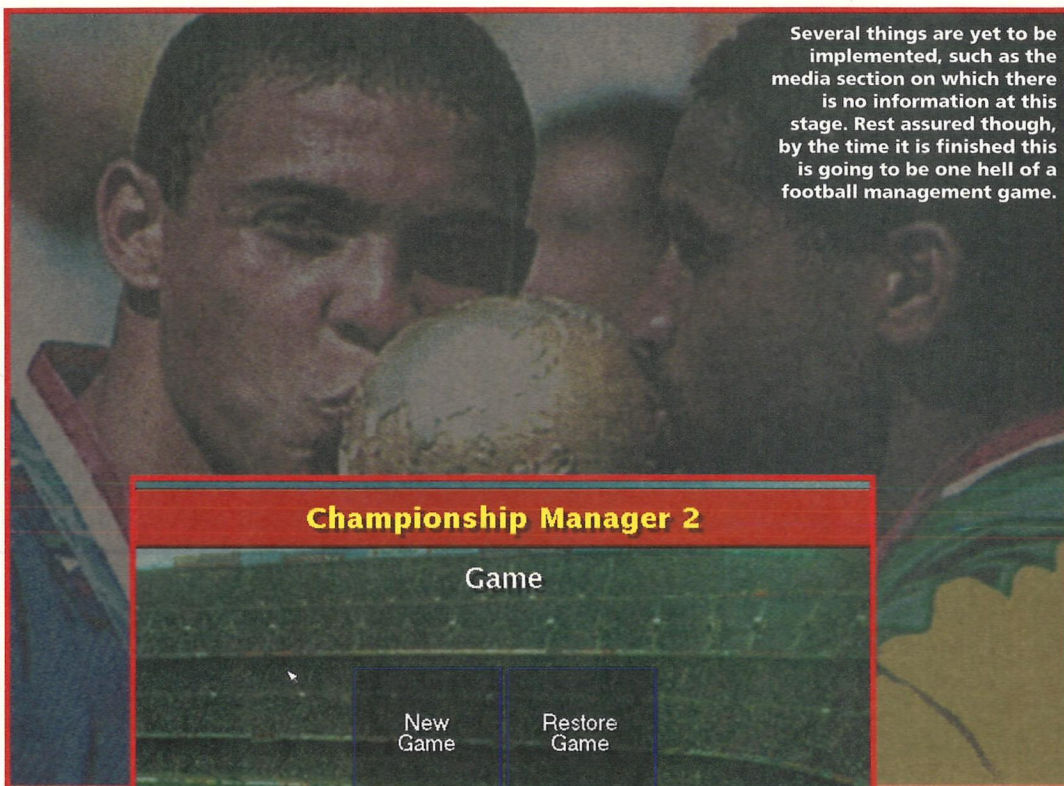
All kneel before the mighty sequel to the best game the planet has ever seen! Regular readers of Amiga Action should be aware of our feelings towards the seemingly endless glut of football management games that assail the Amiga, but there are some notable exceptions which escape our cynical and poisoned preconceptions. So, when we heard that the sequel to Championship Manager was to be converted to the Amiga we naturally leapt into action and sent **PAUL McNALLY** along to take a look at an early... erm, PC version.

As well as the extra statistics there is a much improved commentary system with far more comments popping up on the screen than ever before. Players also play accurately (for example, Shearer is lethal), and club information will be as accurate as possible at the time of release.

Another feature that has undergone the improvement treatment is the way transfers are handled.

There is now a comprehensive database of available talent, and by typing in a name at a prompt you can easily track down any player you might want and put in your bid. This is essential after a couple of seasons when everybody has moved about.

Several things are yet to be implemented, such as the media section on which there is no information at this stage. Rest assured though, by the time it is finished this is going to be one hell of a football management game.



hip manager 2

The transfer market is also easier to use because of the new listing facility. You can now change your displayed list to show transfer-listed players, English players, foreign players and foreign players interested in coming to England. This makes finding your ideal new team members nice and easy, and means you can tailor your squad perfectly to fall in line with those annoying rules regarding the inclusion of foreign players.



The tactics have been touched up significantly too. Now you can easily swap players about and move them to various sections of the field without the undue hassle

of having to mess about with loads of different menus and screens. This makes covering for sendings off, injuries and the like much less of a hassle as it involves little more than a couple of seconds clicking with the mouse.

The level of detail contained within Championship Manager 2 is almost unreal. Personally, it's always been my favourite football management game, and this sequel should finally give it the global acclaim it has always richly deserved. With the new look

interface, Championship Manager has received the polish it always needed to appeal to a mass audience. The public should absolutely lap it up.

Championship Manager 2 is scheduled for a release on the PC in mid-October, and you can expect the Amiga version to follow sometime around the start of 1996. That may seem like a long time to wait, but the amount of work that is going into this sequel means that such a delay is inevitable. Your patience will be well rewarded.

Tony Ellis (Blackpool)									
Player	Position	Current Club	Game History	Manager	Current Status	Transfer Value	Transfer Fee	Transfer Date	Transfer Type
Striker (Centre)									
Age 29 yrs. England (no caps).									
Aggression	10	Pace	10						
Creativity	4	Passing	8						
Determination	15	Positioning	8						
Discipline	14	Set Pieces	11						
Dribbling	4	Shooting	16						
Flair	5	Stamina	10						
Heading	8	Strength	6						
Influence	16	Tackling	5						
Intelligence	11	Technique	13						
Marking	2	More							
Off the ball	15								
Fitness 70% Condition 100									
Jobs this season									
Domestic	1	GP	1	PAK	1	PLS	1	GP	1
European	1	GP	1	PAK	1	PLS	1	GP	1
International	1	GP	1	PAK	1	PLS	1	GP	1
Exit									

Project Championship Manager 2

Publisher Domark

Team Inteltek

Release Early '96

Inspected by Chicken

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A12 6 DISK 492 KARATE WARRIORS 1068 ZSDK CYBERFIGHT CLASSIC GAMES 225 BOMB JACK NOT A12 011 ASTEROIDS 693 MISSILE COMMAND 718 OVERLANDER 692 SPACE INVADERS 308 DONKEY KONG ALL DRIVING GAMES 969 MANG-FEND NOT 1.3 974 FI EDITOR 94/5 951 FLAMING ENGINES 469 THE ROAD TO HELL 735 AUTOMOBILES 613 HIGH OCTANE 2 1072 SUPER-DRIVE 1067 SKID-MARKS V2 955 ZSDK HYPER-RACE 1059 MANSELL NOT 1.3 1057 A12 TURBO-JAM SIMULATORS 1008 TDSK TOM CAT HD 926 HELICOPTER 332 SEALANCE-SUB 811 CAR MANIACS 544 AIR WARRIOR 333 BATTLE CARS V2 SPORT GAMES 1014 CRAZY GOLF 366 GOLF 18TH 2 DISK 822 CRICKET AMOS V2 630 TEN PIN BOWLING 104 FUTURE FOOTBALL 686 SPORT CHALLENGE HINTS & CHEATS 1000 S.M.G.T.C. 95 418 1000 CHEATS 931 BACKDOOR V3 821 PASSWORD MANIA 813 GAME TAMER V4.5 820 MEGA CHEATS 681 SIERRA SOLUTIONS 019 GAME TAMER V2.3 1118 UP TO DATE V1 OVER 18 GAMES 101 TERROR LINER V1 712 TERROR LINER V2 997 ZSDK ADVENT 1 1001 ZSDK ADVENT 2 1081 ADULT TRENT 	TETRIS - COLUMNS 294 KLACK-TRIS COLMS 107 TWIN-TRIS TETRIS 390 DIZZY DIAMONDS 293 DR-MARIO COLMS 971 SPELL-TRIS 617 MONSTER-TRIS 964 TEAM TETRIS 626 MEGA-BLOX TETRIS 013 TET-TREN TETRIS 597 TETRIS PRO 611 HOT-BLOX TETRIS 657 ZYNX COLUMNS 1074 STATIX NOT 1.3 472 GAMEBOY TETRIS PAC-MAN GAMES 1096 A12 PAC-MAN 923 BOMB32 PACM A12 230 SUPER PAC MAN 102 LADYBUG PAC MAN 952 PAC MAN RETURNS 252 YUM YUM PAC MAN 397 DELUXE PAC MAN 1070 PLAT-MAN 1096 PUC-MAN BREAK-OUT & PONG 003 MEGABALL V1 459 MEGABALL V2 559 MEGABALL V3 NOAS 007 BATTLE PONG 421 REBOUND PONG BOULDERDASH GAMES 731 HAUNTED MINES 254 EMERALD MINES 121 MARATHON MINES 351 ROYAL MINES 391 DIZZY LIZZY MINES 718 C64 BOULDERDASH 480 BLUE DIAMONDS PUB-CLUB GAMES 1073 CARD PACK 939 CASH CARDS NOT 1.3 598 PIN BALL NOT 1.3 222 FRUIT MACHINE 932 MEKA FRUITS 010 POKER ARCADE 375 CARDS SOLITAIRE 1073 CARD PACK 560 DARTS NOT 1.3 497 WINNING POST 1112 A12 CARDS V3 BOARD GAMES 910 MEN MONOPOLY STAT 932 MONOPOLY USA 631 SCRABBLE 296 RISK (GLOBE-WAR) 015 WAR ANIMATED 476 CHESS GAMES ADVENTURE GAMES 1019 ADVENTURES 3 1018 MORIA VERSION 3 116 STAR TREK 2 DISK 482 BLACK DAWN 297 NEIGHBOURS 2 DISK 962 FEARS A1200 DOK 954 D.O.N. A1200 3 DISK 1038 SEED OF DARKNESS 1087 A12 ENDURANCE STRATEGY GAMES 967 COL-CON V2 NOT 1.3 968 KINGDOMS AT WAR 810 TACT FORCE 876 GLOBAL NUKE WAR PUZZLER GAMES 953 CHANECHE 2 DISK 914 JINX A1200 2 DISK 859 TEN PUZZLES NOA12 1066 MINDBENDERS V1 MANAGER GAMES 868 THE SUPER LEAGUE 876 SCOTTLISH LEAGUE 310 TOP OF THE LEAGUE 668 USA 94 SOCCER CDS 404 METROS MANAGER 321 AIRPORT 322 MICRO MARKET 443 SLAM BALL 817 BLOOD BALL QUIZ GAMES 1031 5DSK STAR TREK 716 POP MUSIC QUIZ 309 THE QUIZ MASTER 462 WHEEL OF FORTUNE 1033 TAZ QUIZ NOT 1.3 LOGIC GAMES 603 EXIT 13 119 DRAGON'S TILES 112 DRAGON'S CAVE 323 OXYD LOGIC 530 OTHELLO 1037 MARBLES GAME 1035 ATOMIC GAME 	AMIGA LEISURE 1027 COP THE LOT PRO 444 GOLF DATABASE 940 LOTTERY WINNER 205 AMIGA PUNTER 228 PERM CHECKER 886 LEAGUE EDITOR A1200 MEGADEMOS 1015 ZSDK TAZ-QUEEN 1104 ZSDK OXYGENE 2 1087 SHAKKA LAKKA 1010 ROOTS 18 995 ZOOT JE 624 2 DISK SNAKE RIDE 782 COMPLEX REALITY 996 SOUL KITCHEN 2 DISK 963 2 DISK SWITCHBACK AMIGA MEGADEMOS 1084 ASCII NOT 1.3 460 TEKNO RAVE 430 2 DISK DATA X 217 MEGA ALCATRAZ 269 DIGI INNOVATION 442 2 DISK 9 FINGERS 262 2 DISK PREDATORS 215 BLUES HOUSE 2 DISK 1114 FUDGE AGA 1087 SHAKKA LAKKA 1105 OXYGENE V1 1104 ZSDK OXYGENE 1120 ZSDK TAZ-QUEEN 2 A1200 SLIDE SHOWS 740 4 DISK MANGA 507 5 DISK WEIRD/SCI 1040 3DKS AGA GIRLS AMIGA SLIDE SHOWS 1107 5DSK BOLDLY GO 704 REVELATIONS 061 PAT NAGEL'S GIRLS 918 ERIC'S GIRLS 2 DISK 938 AVIATION HISTORY 1060 3DSK LION KING 1117 ZSDK TREK GUIDE ARTWORK PACKAGE 465 KIDS PAINT 664 FUSION PAINT 561 ARTISTIX PAINT 063 ULTRAPAIN 349 SPECTRA COLOUR 748 ILLUSION PAINT ARTWORK PROGRAMS 1026 JPEG-GIF-VIEWTEK 071 GRAPHICS CON KIT 070 GRAPHIC UTILS 133 FRAC LAND BUILD ANIMATIONS 080 VIRTUAL WORLDS 084 PUGGS IN SPACE 233 COOL COUGAR 651 FAIRLIGHT 242 302 OYDESSEY 5D NOA12 831 RED DWARF 475 BAIT MASKING 463 MR POTATO HEAD 474 MISS MAMSELLE A12 865 TROT MASTER 2 DISK 861 AMY AT THE MOVIE 271 NEWTEK V2 2 DISK 347 NEWTEK V3 2 DISK 187 ANIMATION STUDIO AMIGA VIDEO 329 VIDEO INSCRIPT 790 VIDEO TRACKER 5 DISK 148 5 - MOOVIE MUSIC MAKERS 1099 QUADRAPLAYER 220 FUNK KEYBOARDS 431 RAVE KEYBOARDS 661 MED WORKSHOP 4DISK 202 MED V3.2 204 SOUNDTRACKER 729 DRUM MACHINE 787 SONIC DRUM KIT 866 OCTAMED TUTOR 738 OCTAMED V2 618 MUSIC DATABASE 981 AUDIO ENGINEER CLASSIC - POP 1088 MELLOW CD MIX 201 PIANO CLASSICS 234 VIVALDI 2 DISK 342 AMIGA-DEUS 213 DIGI CONCERT V2 620 BAGPIPE MUSIC 248 EXPRESSION V2 473 RHYTHM'S DANCER 1029 COTTONEYE SONG SAMPLES - MODS 660 KORG OTW 8 DISK 218 HOUSE 2 DISK 206 SELECTION 7 DISK 647 SOUND FX 3 DISK 619 DRUMS 2 DISK 	AMIGA EMULATION 1005 TUDIE NOT 1.3 891 B.B.C. 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GET YER

There are a number of things we dread here in the Amiga Action office. Deadlines, Monday mornings, you know, all the usual stuff. But if there's one thing that makes us recoil in terror it's the phone ringing and the receptionist informing us that, 'there's a young gentleman asking for cheats'. It's not that we don't enjoy speaking to our readers, even the ones who can't speak properly or struggle to string a coherent sentence together, it's just that we

TIPS OUT

simply don't have time to produce an entire magazine every four weeks *and* guide you through your gaming woes. We felt a massive tips overdose was called for and we pooled our resources, back issues and cheat disks together, to compile the hint extravaganza that is laid

FOR THE

out before you now. Hopefully the next six pages will contain the information you need to get you going again. They're by no means all new - you'll have seen many of them before - but if it goes some way to getting you off our backs, it'll have been worthwhile.

LADDS!



GET YER FOR TH



STREETFIGHTER II

You must have two drives and you should load the game as normal but not insert disk two in your second drive. Play the game and when you get to the fighter you wish to be, for instance Sagat, let yourself be knocked out so that it is game over. Select the two-player mode and when the player selection screen come on, insert disk two in your second drive, and as player two select Edmund Honda. Do not select Ryu as player one and when the fight begins you will be taking part in a contest between Sagat and E Honda.

FIREFORCE

Fancy having an infinite supply of either grenades, Law's rocket bazooka shells or M203 grenades fired by the M16? Well today is your lucky day because that is exactly the cheat we have for you. Start the level as normal with just one bazooka shell. Arm the weapon and press the fire button, making sure that you keep your finger on the button so that the rocket does not get launched. With your finger still on the button, press escape. Go to the armoury and get rid of all your rockets. Now you can start a mission with an infinite supply

of bazooka shells. The same applies to all weapons.

FORMULA ONE GRAND PRIX

When taking part in a non-championship race, drive around until you are on the last lap. When you come round to the pits, drive in and pull up to the pit crew. Wait until you see the Race Over message and no matter what position you were in you will have won the race. Not really much use but satisfying nonetheless.

JUNGLE STRIKE

We've definitely never printed these codes before. They're brand new:

Sub Attack - RSMKVSPGC7X
Training Ground - 96PBLHJF4L
Night Strike - XMCRLGFDY6G
San Puloso City - VHJ94MC7JLN
Snow Fortress - WPYV4F3BRG3
River Raid - TG3TGDBR9C9
Mountains - 7CR94SPGC7V
Return Home - N7RL7JK3BPY
End Screen - LJ96YRW7Y6

MR BLOBBY

Millennium's epic platformer takes a bashing here with the help of our outstanding level codes, although why anyone would want to skip to the later levels when there is so much fun to be had on the earlier

ones is beyond us:

EMEA
FIAP
HALTS
BASM
DASL
FTAN
HAPR
AACB
BBBF

MARVIN'S MARVELLOUS ADVENTURE

We've printed level codes to this before but not a cheat mode, so here goes: Type in OSTERWALD YEAH to activate the mode and then press HELP to skip levels. The yellow button on the CD32 will also have a similar effect.

FOOTBALL GLORY

If you press escape during a match the score at that time becomes final and the match ends. What a corker!

ZEEWOLF

If you type in FRAMPAGE on the password screen you can fly a plane instead of a helicopter. Remarkable.

LETHAL WEAPON

Hold down simultaneously: ALY-Y-I - Turns off sprite collision

ALT-Y-K - Increases ammo
ALT-Y-L - Increases Lives
ALT-Y-M - Removes game sprites and platforms
ALT-Y-N - Correct game sprites and platforms
ALT-Y-Q - Game completion credits
ALT-Y-(any number 0-9) - Level select
KUIRFR = Mission 1
BEIFCF = Mission 2
RSRKBA = Mission 3
LYLSUA = Mission 4

ASSASSIN

To produce some rather weird results in Team 17's rather splendid platform game, try entering these codes on the high score table: PSIONIC SYSTEMS
ASSASSIN
SUPERFROG
BODY BLOWS
THE ONE AND ONLY
PROJECT X
ALIEN BREED

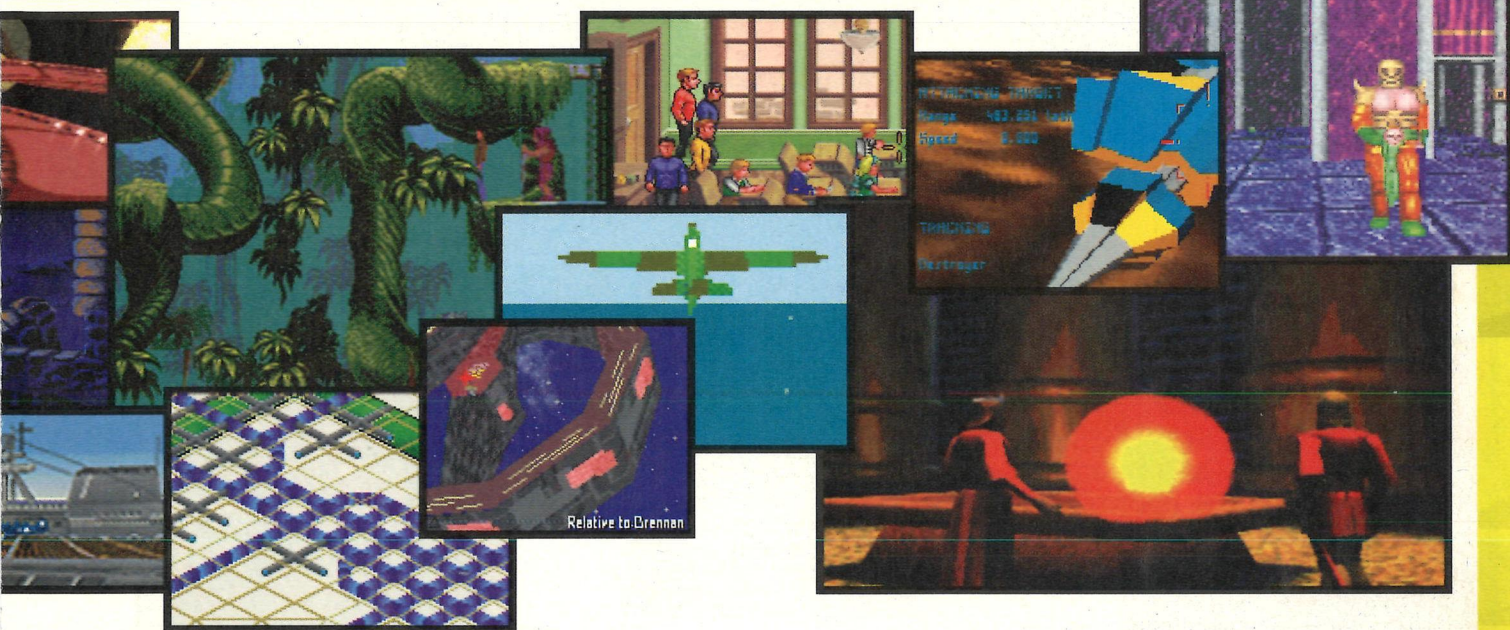
LEMMINGS 2

Press load then cancel to stop the music. Then click on all four corners of the screen until you hear, "Let's go". You can now start on any level with a full sixty Lemmings.

SLEEPWALKER

If you really are a bit of a closet

TIPS OUT E LADS!



insomniac and are struggling to get going in Ocean's *Sleepwalker*, this little tip should certainly help you out. On the title screen, when Ralph is chasing Lee, press Caps Lock and type in: **HOLY.ZARQUONS.SINGING.FISH** Make sure you have the full stops in between the words. If the cheat has worked, Ralph and Lee's noses will have turned green. Now when the sleep bar gets low, press the L key to return it to full. Also, press return to advance to the next level.

WALKER

At the start of the second level type: 'Eat lead muddy funter' (with spaces) before moving. Now lots of extremely funny things should occur.

WOODY'S WORLD

Codes:
Steam Castle - AHJBEAEA
Fishy Castle - MODNAAOG
Lava Castle - OKDNFAPK
Cog Castle - MKDNCAIK
Conveyor Belts - OIHMOAC

GODS

On the password screen type in **SORCERY**. This will give you infinite energy to defeat the guardian who is such a pain at the end of level four.

FLASHBACK

Level codes for all difficulty levels:

Easy: 1 - Back, 2 - Loup, 3 - Cine, 4 - Good, 5 - Spiz, 6 - Bios, 7 - Hall
Medium: 1 - Play, 2 - Toit, 3 - Zapp, 4 - Lynx, 5 - Scsi, 6 - Gary, 7 - Pont
Hard: 1 - Clop, 2 - Cara, 3 - Cale, 4 - Font, 5 - Hash, 6 - Fibe, 7 - Tips

BEAVERS

When the game begins type in **BIGBIGBIGB** and you can now skip through the main levels by using the F2 key. Sorted.

F1 CHALLENGE

This only works on our coverdisk demo of about a hundred years ago but we've stuck it in anyway. When you're approaching a tunnel situated halfway round the track, simply slam into the side of it and you'll find your damage is reduced.

NICK FALDO'S GOLF

Fancy playing a round of golf in space? Yes? Well all you have to do is type in **MAJORTOM** on the first screen after disk two has been inserted and you will have the option of playing on one or two courses on Mars. Nick even has his own space helmet!

THE ADDAMS FAMILY

Pugsley: V121B
Granny: V&YKW
Wednesday: VD2RL
Fester: VL#R4
1st Power-up: &1#1F
2nd Power-up: ?151M
3rd Power-up: BLSRS

For Morticia use the 3rd power-up code, go to the piano room and wait for the Addams Family music to play. Next open the self sealed door and finish the last level.

Cheat mode: Enter the code **11111** on the password screen to obtain 100 lives. This cheat was removed in later versions of this game.

ALIEN 3

To skip levels, go to the options screen, select the hard level and six credits. Start the game now and to skip levels press (SPACE) and (N) simultaneously.

ALIEN BREED 2

Level Codes:
2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364

10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

Cheat Codes:

736353 - 50000 credits
098654 - Start with 10 lives
378829 - Start with 50 keys
243433 - Skip levels by pressing the N button during play

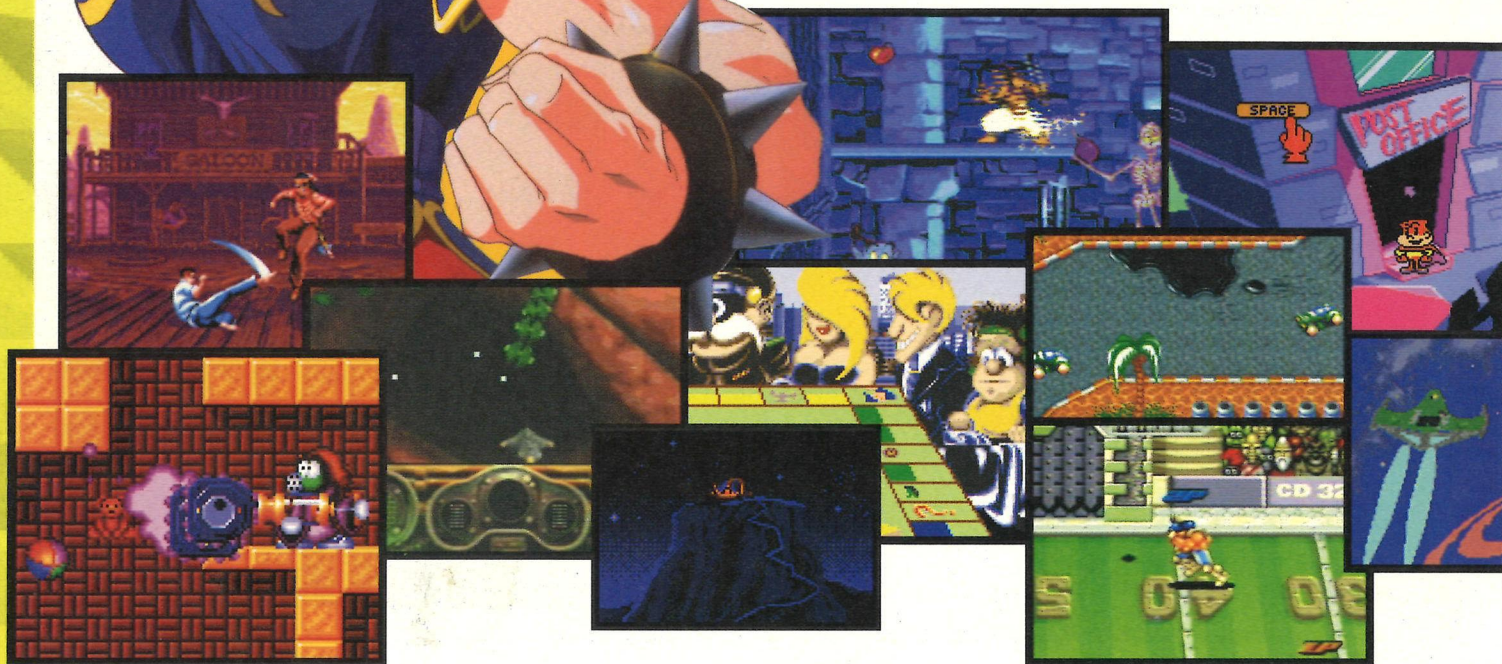
ANOTHER WORLD

ED3I - In the lake
HICI - In the cage
FLLD - In the sewers
LTBC - 1st recharger
CCAL - In the caves
EDIL - End of the cave
FADK - T-shaped rock
KCI3 - Temple entrance
ICAH - By the pool
FIEI - Powerline
LALD - Blast run
LFEX - Female sanctum

ZEEWOLF

Level Code:
Buffalo Hunt - NO CODE
Shark Fishing - IMAGO
Pal In Dome - TIBUROW
Twelve Angry Men - ARGUS
Mind The Hippos - MARTEN
Brass Rubbings - SOCKIN
Red Airing - GANNPAY

GET YER FOR TH



ARMOUR GEDDON

Whilst in the HQ, access the messages screen. Move the arrow so it points to the first letter of the message "DAY 1" highlighted in yellow. Hold down the ESCAPE key and press the left mouse button. The message "YOU WOULDN'T LET IT LIE" will appear. The cheat mode will now be active. Your craft will be invincible and your weapons and fuel will be unlimited.

To switch this cheat off again access the message screen once more and point the arrow at the first letter of the message in yellow again. The message will now read "LOOK AT THE SIZE OF THAT SAUSAGE."

ASSASSIN

On mission one run right until you reach the first tree. Climb up the left side of this tree until you can go no further. Now hold down the left (Shift) key and type:

NICEVIEWFROMUPHEREMATE. The screen will now flash indicating that the cheat mode is active. During this the game will have automatically paused so you will need to press P to unpause it. This will allow you to press any of the following keys during play:

C – Continue
E – Skip to the end of level
S – Extra time
W – Extra weapons
1-6 – Level select

CHAOS ENGINE

A general playing tip this one. Play until you reach the first world, then on the fourth level pick up the party power up icon. This will last for five seconds. Before this counts down you should double back to the entrance in the forest. You will be awarded with unlimited supplies of everything.

CHUCK ROCK

Tap any of these in at the screen with the band on:

MORTIMER – Press (F1) to (F4) to select zones
TURN FRAME – Skip levels by pressing (1) to (4)
ESTRANO – Press the left (SHIFT) key to make Chuck fly
UNCLE SAMS – Infinite energy
SHE LOVES CLEANING WINDOWS – Infinite energy
LIFE IS MY DREAM – Infinite energy
ITS FAIRY BOWBELZ- Infinite energy.
FAST AINT THE WORD- Erm, infinite energy.

ATR (CD32)

In order to play the later tracks such as Space and Alien Planet in two-player mode, you first have to reach them in a single-player game. Then lose a race and enter your name as ATR. Now go back to a two-player battle and you can select any of the hidden tracks.

DYNABLASTER

Level 1-1 UKCLMNKT
Level 1-2 UAGWQNE
Level 1-3 UAGWIJNA
Level 1-4 UANWIINE
Level 1-5 MUVWLGPC
Level 1-6 UKRLMTKV
Level 1-7 UAGWGINA
Level 1-8 UANWIQNZ
Level 2-1 UANWQVNA
Level 2-2 MUBWNENC
Level 2-3 UKRLNGKT
Level 2-4 UANWQONE
Level 2-5 UKCLNBKT
Level 2-6 MUBWNINC
Level 2-7 UKRLEHKT
Level 2-8 VANWQVNZ

ELITE

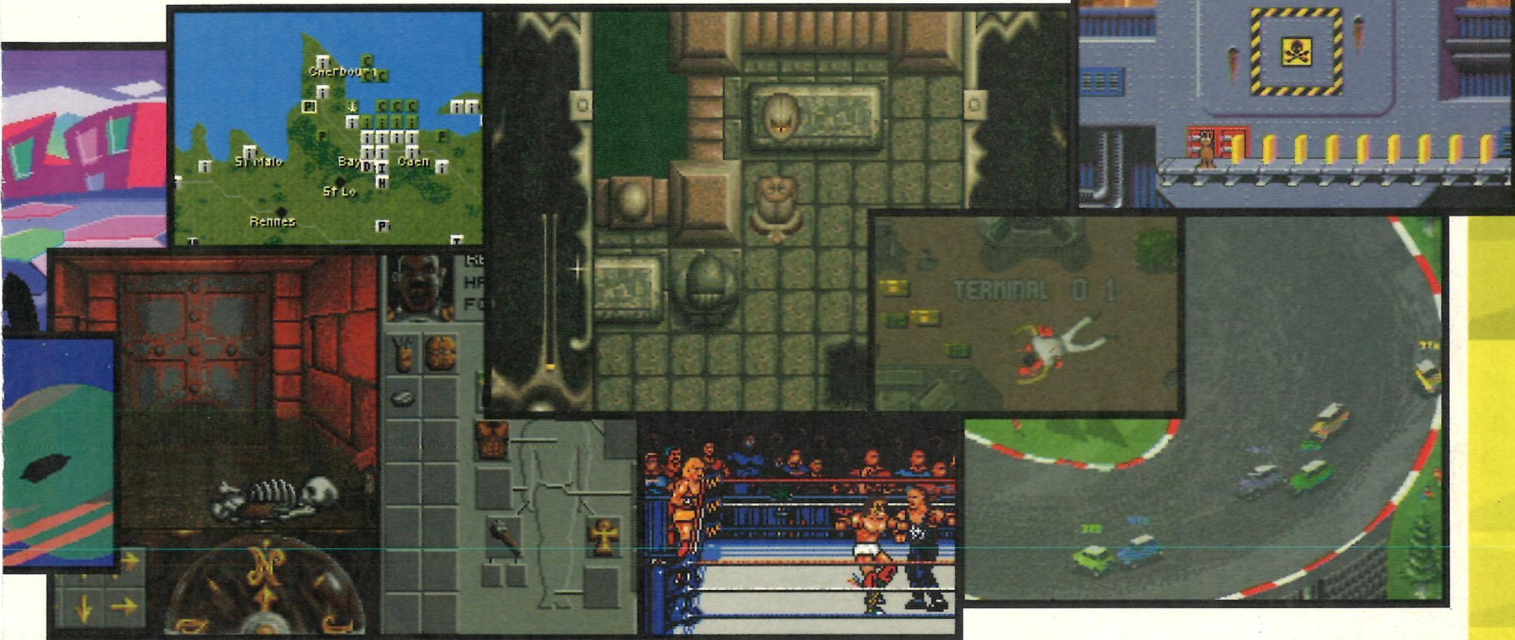
When you're asked for the passwords, type in SARA and press return. Now enter the correct password and wait for the game to load as normal. Whilst in the game press the (*) key on the numeric keypad and you will be shown a hacker

screen. Type in a byte number and enter a new value. This alters certain parameters within the game. If you own a copy of Elite + then type in SUZANNE instead of SARA on the password screen.

BYTE No. NEW VAL EFFECT

12	00-FF	Create a new galaxy
13	00-FF	Create a new galaxy
18	18FF	Credits a plenty
1F	46	7 light years of fuel
23	02	Large cargo bay
24	01	E.C.M. System
26	01	Pulse laser
28	01	Beam laser
2C	01	Escape pod
2F	01	Energy bomb
32	01	Docking computer
34	03	Galactic Hyperdrive
36	01	Mining laser
38	01	Military laser
3C	01	ECM System jammer (L) o/o
3F	01	Cloaking device (Y) on/off
40	01	Plenty of food
47	01	Loads of textiles
49	01	Loads of radioactives
4C	01	Tons of slaves
50	01	Plenty of wine
54	01	Loads of narcotics
5C	01	Plenty of computers
63	01	Plenty of machinery
67	01	Loads of alloys
69	01	Loads of firearms
6C	01	Plenty of furs
72	01	Loads of minerals
75	01	Loads of gold

TIPS OUT E LADS!



79	01	Loads of platinum
83	01	Loads of gem stones
84	01	Plenty of alien items
88	01	Refugees from Super Nova
8C	01	Important Thargoid doc.
97	01	Clean legal status
97	00-08	Harmless-Elite ranking

Once you've selected various options in the cheat menu, press the (ESC) key to return to the game.

FORMULA ONE GRAND PRIX

On the last lap head into the pits if you find yourself close to the leading pack. Now apply your brakes and press the escape key to quit the race. Accelerate the time and you should win.

ROBOCOP 3

When playing, hold down the right shift key and type in THE DIDDY MEN. You will be invincible and if you press the ESC key you can skip a level. On the flying sections hold down the right shift key and type MY FRIEND BILLY to be invincible.

STREET FIGHTER 2

Simply type 7 KIDS to be the same person.

FLINK (CD32)

Hold down on the joystick and

press pause. While pause is still pressed, enter the following combination - Right, right, right, left, left, left, right, right, left, left, right, left. After this a small message should appear at the bottom saying "cheat menu". You now have the option to alter some of the game's parameters.

ROADKILL

Firstly we'll start with what else, but level codes:

- 2: Maximum Overkill Grand Prix - LQONURDNK
- 3: Badlands Mega Smash - HQPOOTRTCL
- 4: Roadkill Eliminator - PQPOPDNNRJ

Some general tips:

If your energy level is looking somewhat stifled then you should always have a Pit-stop. You then have the chance of regaining your position rather than failing miserably and losing a life!

Short cuts are also on the cards if you like. The computer will always have to do a complete circuit to register a lap.

CHASE HQ II

Pause the game and type 'IN A GARDEN' on the title screen.

Now pressing 'T' will reset your time. Hold down the H and <F5> keys while the game is loading. This will make all the roadside obstacles disappear.

GOBLINS

- Level codes:
- 2) VQVQFDE
- 3) ICIGCAA
- 4) ECPQPC
- 5) FTWKFN
- 6) HQWTFWF
- 7) DWNDGBW
- 8) JJCJHJM
- 9) ICVGCCT
- 10) LQPCUJV
- 11) HNWVGKB
- 12) FTQKVL
- 13) DCPLQMH
- 14) EWDGPNL
- 15) TCNGTOV
- 16) TCVQRPM
- 17) IQDNKQO
- 18) KKKPURE
- 19) NGOGKSP
- 20) NNGWTTT
- 21) LGWFGUS
- 22) TQNGFVC

CAPTIVE

Combos for bases in Mission 2:
Masgot - TR, BL, TL, BR
Traphet - TL, BL, TR, BR
Phoepel - TL, TR, BL, BR
Sodcket - BL, BR, TL, TR
Zaitet - TL, BR, TR, BL
Quelosod - TL, TR, BL, BR

Saldet - BL, TL, TR, BR
Mieusia - TL, BL, TR, BR
Pasdet - TL, TR, BL, BR
Leatod - BR, TR, TL, BL

ANCIENT GAMES

As a special treat there now follows a selection of tips for games which formed the backbone of the Amiga gaming catalogue in the early days.

CAPTAIN BLOOD

When you encounter a particularly friendly alien, ask it the following question using the alien icons: CODE GG1. The alien will then give you the co-ordinates of another alien called GG. Go to the specified planet and you can then ask GG for the co-ordinates of all the other aliens around by asking CODE INFORMATION HELP. If you're met with blind ignorance then put in the name of an alien after the HELP.

CRACKDOWN

During play, pause the game and enter 'SMURF'. Pressing F1 and F2 will now reimburse both player's lives.

GIGANOID

For more lives press the CAPSLOCK key on the player select screen.



GET YER FORTH

ALFRED CHICKEN
On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

BLUES BROTHERS
On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

ELITE
When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '.' key or the '*' key to alter the quantity of the arms and cargo.

GOAL
If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

JURASSIC PARK
Level codes, funnily enough...
2 - E54C67AA
3 - B5A48352
4 - D5F4AB62
5 - 95B48B42
6 - 85A4834A
7 - 85B48B42
8 - F54C6FAA
9 - C57C77B2
10 - D56C7FBA
11 - A5149F5A

KRUSTY'S SUPER FUNHOUSE
For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

1 - NELSON
2 - PATTIE
3 - MR PLOW
4 - MAGGIE

LEMMINGS: CHRISTMAS '94
FROST (1 PLAYER)
1 - CAJRLDNBCG
2 - IJRLDNCCCP
3 - NRLDNCINECF
4 - RLDNCINECF
5 - LDNCAJVFCD
6 - DNCIJVLGCH
7 - NCANVLHDCE
8 - CINVLDNICN
9 - CAJRMNDJCP
10 - IJRMNDCKCI
11 - NRMDNCALCF
12 - RMDNCINMCO
13 - MDNCAJVNCH
14 - DNCIJVMOCQ
15 - NCANVMDPCN
16 - CINVMNDQCG

HAIL (1 PLAYER)
1 - CAJRLDNBDJ
2 - IJRLFNCCDS
3 - NRLFNCADDP
4 - RLFNCINEDI
5 - LFNCAJVFDR
6 - FNCIJVLGDK
7 - NCANVLFDH
8 - CINVLFDH
9 - CAJRMFNJDS
10 - IJRMFNCKDL
11 - NRMFNCALDI
12 - RMFNCINMDR
13 - MFNCAJVNDR
14 - FNCIJVMODD
15 - NCANVMFPDQ
16 - CINVMFNQDJ

FLURRY (1 PLAYER)
1 - CAJRLDOBEJ
2 - IJRLDOCCES
3 - NRLDOCADEP
4 - RDLOCINEEI
5 - LDCAJVFVER
6 - DOCIJVLGEK
7 - OCAJVLDEH
8 - CINVLDOIEQ
9 - CAJRMDOJES
10 - IJRMDOCKEL
11 - NRMDCALEI
12 - RMDOCINMER

13 - MDOCAJVNEK
14 - DOCIJVMOD
15 - OCAJVMDEPQ
16 - CINVMDOQJ

BLIZZARD (1 PLAYER)
1 - CAJRLFOBFM
2 - IJRLFOCCFF
3 - NRLFOCADFS
4 - RLFOCINEFL
5 - LFOCAJVFVE
6 - FOCIJVLGFN
7 - OCAJVLHFK
8 - CINVLFOIFD
9 - CAJRMFOJFF
10 - IJRMFOCKFO
11 - NRMFOCALFL
12 - RMFOCINMFE
13 - MFOCAJVNFE
14 - FOCIJVMOFG
15 - OCAJVMFPFD
16 - CINVMFOQFM

PREMIER MANAGER 3
If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

ROAD RASH
00000 00J00 102VS
21JUD - PANDA 600
00000 00J01 113BT
22KDP - BANZAI 750
00000 00R00 013VS
32RV4 - BANZAI 750
00000 00S20 117K5
33UV1 - KAMIKAZE 750
00000 01421 109G5
448VN - SHURIKEN 1000

STREET FIGHTER II
Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will

flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

X-IT
02 - 033028
03 - 555925
04 - 567597
05 - 276614
06 - 517375
07 - 877535
08 - 829508
09 - 287682
10 - 221620
11 - 728441
12 - 640537
13 - 558170
14 - 170088
15 - 688631
16 - 450418
17 - 898476
18 - 095909
19 - 589611
20 - 394659

ADDAMS FAMILY
Various codes for starting points.
&1Y1M - 3 hearts
V1514 - Pugsley
V919B - Fester

ALIEN BREED '92
Level codes.
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2
More level codes.
2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3
Type in the code on the corresponding

level story for infinite lives.
1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BOBS BAD DAY
Selected level codes.
10 - XCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIIVNJ
50 - NDPKKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQPVR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX
Level codes
2 - T1QKPF?CMG
3 - PXMYGFFW7D
4 - 913XPD1LZ5
5 - 12!FX75RJ

CANNON FODDER
At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE
Level codes with infinite money.

WORLD TWO - GVVCH5DMS7#N
WORLD THREE - V35076X6S7WH
WORLD FOUR - 6UCDXU25S7V2

CIVILISATION
Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC
Level codes.
2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK
Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL
Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP

CARA CALE FONT HASH FIBO TIPS

FRONTIER
If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18
Level codes.
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL
23 - ORDER
24 - SODOM

HUMANS
Selected level codes.
10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA MOON
45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS: JURASSIC LEVELS
More of the same.
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME

70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

JIMMY WHITE'S SNOOKER
To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

KRUSTY'S FUN HOUSE
Level codes for this... er, -level codes.
2 - WHOAMAMA
3 - FLANDERS
4 - BROCKMAN
5 - SIDESHOW

LETHAL WEAPON
Help yourself to this gaggle of Mission codes. Go on, you know you want to.
1 - KSIIF
2 - EGYOIR
3 - FLRSKB
4 - EUOASF
Y-1 - No sprite collision
Y-L - Extra lives
Y-K - Extra ammo
Y-Q - End sequence
Y-(1 to 0) - Various

LIONHEART
At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdny into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS
Level codes.
2 - STRT
3 - TLPT
4 - GRND
5 - LLMO
6 - FLOT
7 - TRSS
8 - PRHS
9 - CVRN
10 - BBLS
11 - VLCN
12 - QCKS
13 - PHRO
14 - CIRO
15 - SPKS

LOTUS 3
Selected course codes
Easy:
UVQSNPBCM-60
HSYWSKGC-50
Medium:
NSS5XXXS-60
OUNDEFACG-99
Hard:
MFFSRPYDU-60

TIPS OUT E LADS!

AFZYBQCJT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.
RAIDEN - Towards (your opponent), away x 3, fire.
EXPLODING HEAD.
KANO - Away x 2, fire. **RIPS HEART OUT.**
SONYA - Towards x 2, away x 2, fire. **KISS OF DEATH.**
SUB-ZERO - Towards, down, towards, fire. **RIPS HEAD OFF.**
JOHNNY CAGE - Towards x 3, fire. **PUNCHES HEAD OFF.**
SCORPION - Down x 2, fire. **FLAME THROWER.**
LIU KANG - Down, away, towards, down. **SCISSORS KICK.**
Also for Mortal Kombat, type **DULLARD** on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

NICKY BOOM

Level codes:
2 - KRATTY
3 - MIRTES
4 - ARRAX
5 - JANIR
6 - TRINOS
7 - SIXAN

NICKY 2

What does it look like, strawberry jam?
2 - DRAKO
3 - ATIKH
4 - FIRAM
5 - LURNA
6 - PALET
7 - MIURA
8 - SLORY

PINBALL

FANTASIES
Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER

Telephone number cheats.
250967 - Sets all tackling to 99
000123 - Sets all passing to 99
220769 - Sets all shooting to 99
781560 - Mega cheat! Sets all skills to 99, plus £20 million.
753423 - Sets goalie skill to 99
061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER

Selected level codes.
10 - 07680
20 - 15362
30 - 08718
40 - 30734
50 - 22046
60 - 17470
70 - 19071
80 - 28927
90 - 28671
100 - 44543

RAINBOW ISLANDS

Type in quickly on the title screen...
BLRBSBJ - Permanent fast shoes
RJSBJSBR - Permanent double rainbows
SSLLRRS - Permanent fast rainbows
RRLBBJS - Hidden food becomes money bags
SRBJSLSB - 1,000,000 points bonus (Woooooo)

ROBOCOP 3

To skip levels type **THE DIDDY MEN** with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

RODLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS

Level codes:
2 - STATION
3 - UNITY
4 - WAVE
5 - EXPORT
6 - OPTION
7 - RECORD
8 - SCALE
9 - SIGN
10 - ACRON
11 - CHOPPER
12 - GATE
13 - ISLAND
14 - LEGION
15 - PIECE
16 - RIVAL
17 - SAVAGE
18 - XAVER
19 - BLADE

20 - BEACON
21 - PASTURE
22 - OMNUS
23 - TRIBUTE
24 - FOUNTAIN
25 - CHUDE
26 - TRAILER
27 - CANYON
28 - REPRESS
29 - YOKI
30 - PASSIVE

SIM CITY

Hold down [SHIFT] and type **FUND** for an extra \$10,000. This can be repeated but too many times will cause an earthquake.

SINK OR SWIM

Selected level codes.
2 - BISHOPMOVE
3 - PATSY4KERMIT
4 -
HOWNOWPOWWOW
5 - RINGWORLD
6 - TROUGHTON
7 - REDPLANET
8 - MEGALITHIC
9 - MYBREAKFAST
10 - TINYBOPPERS
11 - LOCKSALORDY
12 - HALOWEENVII
13 -
NEWMODELARMY
14 - TIMEPIECE
15 - LARRYNIVEN
16 - KILLERWHALE
17 - BLUEHORIZON

SLEEPWALKER

Type in **DINGADINGDANGMY DANGALONGINGO**, then in the main game press [RETURN] for a level skip and [TAB] to be given nine lives.

STARDUST

Level codes.
2 - CCSAQAAALOO
3 - DDSAQAAANMMN
4 - EDSAQQAOTANKM

SUPERFROG

Level codes (even though everyone on the planet must already have them as they have sent them in already)

World One:

234644
447464
747822

World Two:

392822
446364
984448
477444

World Three:

343522
882311
992334
091332

World Four:

467464
818234
182394
298383

World Five:

452234
984841
383772
093152

World Six:

387211
981122
017632
398112

Alternatively, you can press [F10] whilst still playing for invincibility, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2

To skip levels, pause the game, press [F1] to [F10], press fire, and then press [ESC].

TITUS THE FOX

Level codes.

2 - 2845
3 - 3559
4 - 1015
5 - 1933
6 - 0738
7 - 2665
8 - 5648
9 - 1331

10 - 1802
11 - 0791
12 - 1350
13 - 2290
14 - 5052
15 - 2045
16 - 2578

TRODDERS

Selected level codes.

5 - CLEAROUT
10 - CROSSED
15 - FIVEROWS
20 - HELPMEOU
25 - UPANDDOWN
30 - GOFORHEART
35 - SLIPNSLIDE
40 - FIRSTGUNS
45 - RUNAROUND
50 - HACKBACK
55 - CLOSEUP
60 - LOOSEM
65 - ROCKBLAST
70 - FIRSTFIRE
75 - MOREFUN
80 - RAINDROPS
85 - SOLOMAN
90 - NODELAY
95 - FALLOUT
96 - COLOURUN

97 - AUTOFIRE
98 - SWEATHEART
99 - HEAVYDUTY

WALKER

At the beginning of the second level, type **EAT LEAD MUDDY FUNSTER** before moving.

WIZ 'N' LIZ

Mix the vegetables for the following spell combinations.
Cherry+cherry = Bonus room
Potato+cherry = Mine Land skipped
Mushroom+cabbage = Bonus room
Mango+lemon = 75 stars
Carrot+carrot = Bonus room
Lemon+strawberry = Bonus room
Avocado+orange = 10,000 points
Mushroom+onion = 50 seconds extra

time

WONDERDOG

Passwords (codes?)
2 - LEMONADE
3 - PHARMACY
4 - ULTIMATE
5 - DANIELLE
6 - LUCOZADE

ZOOL 2

SESAME Start on level 1
RONSON Start on level 2
FUNKYTUT level 3
HISSTERIA level 4
VISION 20 lives
OLDENEMY Stops the clock
ALCENTO - Percentage boosted to 99

ZOOL

For a nice little level skip, key in **GOLDFISH** on the title screen. Then when you're in the game, press F-keys 1-6.

IBM PC, ATARI ST, SUPER NES, MEGADRIIVE, GAMEBOY, AMIGA, MEGA CD, COMMODORE 64, GAMEGEAR, CDi, SINCLAIR SPECTRUM, NES, CD32, NEO-GEO, LYNX, MASTER SYSTEM

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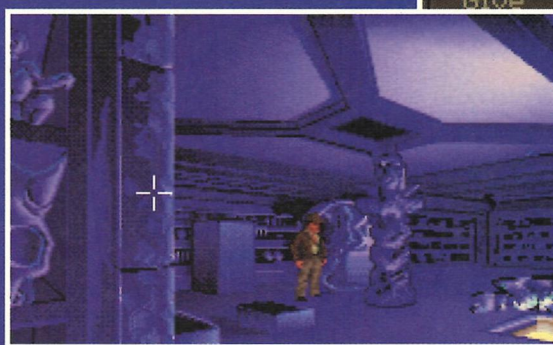
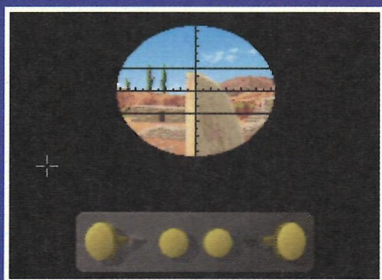
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At last! The final part of the final part, wherein we guide you expertly through the back end of the Action Path. Will Indy survive to fight another day or will he be forced to hang up his whip and hat for ever?

Right, we'd just entered Atlantis, or some such nonsense... There are 22 rooms, six of which are actually named. The rest are called 'Room'. Inside some rooms are grates which you can use to enter other rooms. In two of these rooms the grates lead to grates in the wall, one of which leads to a grate with a big statue beside you. Use a bead on the statue to kill the guard.

To complete the game you will need to search the rooms to find the following items: a bronze gear; statue head; cup; rib cage; bronze spoked wheel; statue part; eel sculpture. So go on then, you'd better get a shift on!



To get the cup you need to use the ladder on the hole, and you must collect the ladder once you have collected the cup. The rib cage is in the subway at the opposite end to where you begin. Once you have collected these items you can start to complete the game.

Go to the lava room and use the cup on the pedestal. Then use the statue head on the plaque to fill the cup with lava. Next go to the machine room and use the bronze spoked wheel on the peg. Climb the stairs and use the lava-filled cup on the funnel. Go down to the dish and collect the beads, of which you need



approximately seven for completion of the game. Go to the crab room and use the sandwich on the rib cage, then use the baited rib cage in the pool and walk away from it while it

catches a crab. Head towards the sentry room and use a bead with the eel sculpture. Then use another bead with the fish statue to open the door. Go through the door into the dungeon and pick up the statue part, then return to the canal.

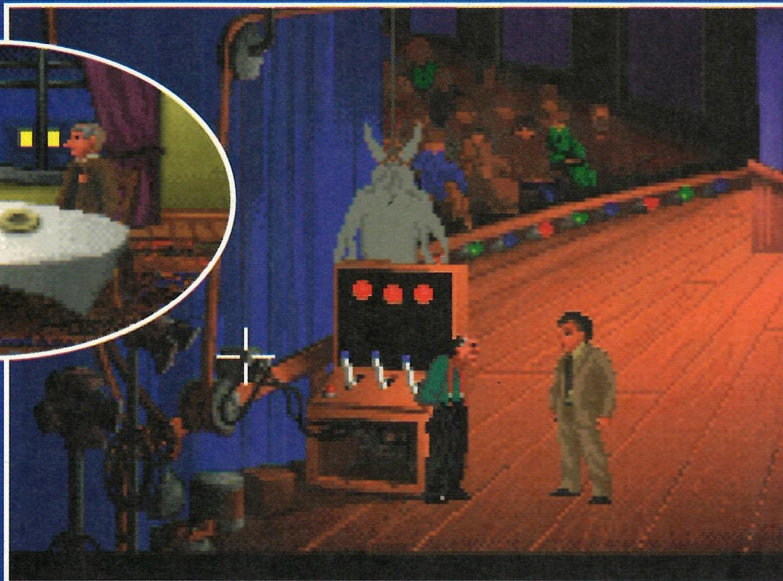
Use the rib cage with the octopus then enter the water. Now use a bead on the mouth of the raft and use the raft to head towards the doors. Go to the left door and use the sunstone with the spindle. Go through the door and use the moonstone on the next spindle, then head towards the steps. Go through the door and take the crescent

shaped gear. Close the cupboard and look at the diagram. Head back to the raft, use the worldstone on the last spindle and use the archway. Use the chain on the bronze loop attached to the door, then use the ladder on the sentry statue. Open the chest plate and follow the instructions you saw on the diagram. Head back to the raft, use the world stone on the last spindle and use the archway.

Use the chain on the bronze loop attached to the door,



Fate of Atlantis: Action Path



use the ladder on the sentry statue, open the chest plate and once again follow the instructions you saw on the diagram. Use the chain on the statue arm, go back to the chest plate and change the position of the small wheel. Pick up the hinge pin and return to the dungeon.

Give Sophia the hinge pin and then pick up the cage. Tell Sophia you have a plan and that she should use the hinge pin to hold open the cage. When she is free, pick up the cage and then the hinge pin. Return to the statue room and go through the doors. Answer Sophia and follow her into the room. Talk to her, look at her and use a bead on the necklace. When Sophia takes the necklace off, use the gold box with it. Go up the stairs to the left, pick up the sceptre and leave the room.

Walk into the hall at the top of the screen and on the wall you should see some strange markings. Take a good look at them because they are the controls to the big machine in the room opposite. Enter this room and

use the sceptre on the left slot in the machine and the hinge pin in the right slot. Use the diagram you saw in the hall on the two levers, then look on the floor and you will see another set of strange markings.

These are the controls to stop the machine, so remember them. Then put a bead in the mouth to start the machine. When you can control the machine, use the diagram you saw on the floor to stop it.

Once you have escaped from the machine, walk to the path below and to the right, and go through the door. Now you have to enter certain doorways to get to the lava crossing.

The doors to go through are the right door, up the stairs and through the right door again, through the centre, then the centre again, then the right

followed by the left. On the wall is a diagram which is the combination to start the machine. Go up the slope to your right then through the left door.

You should now be at the lava crossing. Walk all the way to your right then walk to the centre of the city to reach the machine of the gods. Use the combination on the spindle which was on the wall.

When Kerner enters the room, talk to him and say any combination of answers until he enters the machine and gets killed.

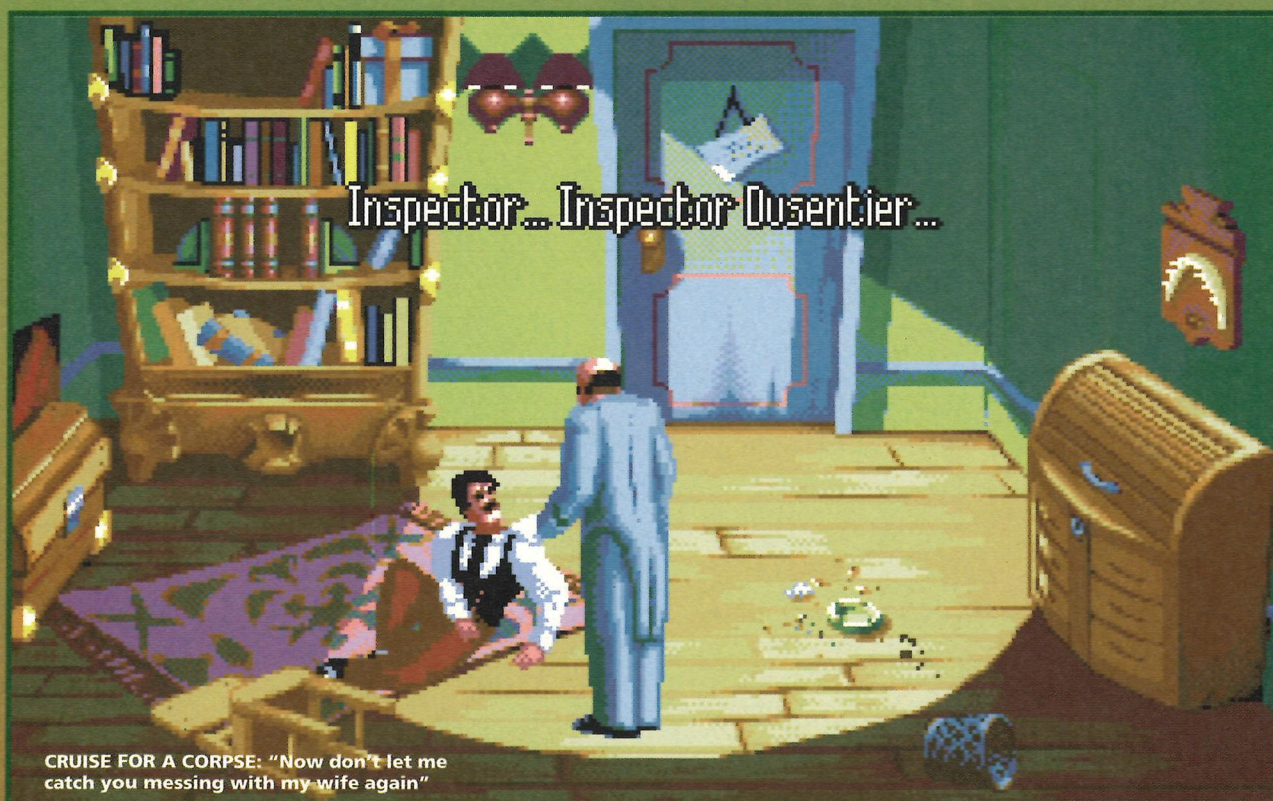
At this stage you have to keep talking to the professor. Try the answer combination: 1-2-3-1-1-2-4-2-1. After this the prof steps into the machine and vanishes. And that's it!

Yes, this is the end of our mammoth session of Indy and the Fate of Atlantis guides. No more Team Path, no more Action Path, no more Sophia, no more Alain Trottier or Al Jabarr or whatever. Hurrah!



SON *of Boggit*

**Strangers in the night,
Exchanging glances,
Boggit's in the sh*te,
With all the answers**



hello and welcome once again to the veritable treat that is Amiga Action's Son of Boggit adventure helpline. You may or may not be glad to know that I am still alive and breathing, despite the grave danger I found myself in last month. It was all looking decidedly dodgy at one point, what with me and Stumpy being captured by Lord Albert Rankpants' merciless Gusset Riders and deposited in the palace dungeon, but now I am glad to announce that there is indeed light at the end of the tunnel – literally!

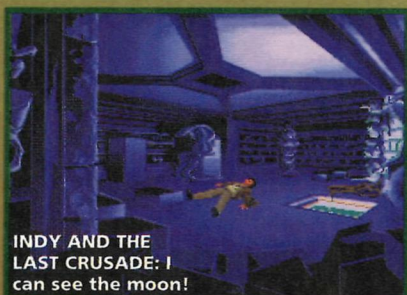
Believe it or not I'm actually crouching in a sewer as I write these words. I'm up to my ankles in a stream of lumpy sludge and I can't even begin to describe the stench that is currently assaulting my sensitive Boggit nostrils. However, I won't let that stop me from continuing my work. Talk about the gutter press!

If you're wondering how I managed to escape from the palace dungeon to find myself in this rotten, foul-smelling sewer, then let me enlighten you.

After Stumpy was taken from the dungeon to be tortured last month, I became convinced that it would be my turn next. I hunted desperately for an escape route but to no avail. Days and nights passed slowly, with every waking moment promising to be my last as I kept watch on the enormous dungeon door. This ominous looking portal was opened twice a day by an enormous thick-set guard who would throw barely edible scraps of food on to the floor for me and the other inmates to fight over. When the door remained closed the rest of the day we knew we were safe, but if it opened it was a safe bet that someone was about to be led away to the torture chamber.

Stumpy was never returned to the dungeon after his abduction and the grim reality that he was no longer alive slowly began to sink in. I fell into such a depressed state at this point that I really didn't care what happened to me, and when one of my fellow inmates limped over in my direction, it was a good few minutes before I realised what he wanted.

This wizened, emaciated figure, who sported wild hair, a straggly black beard of about four feet in length, and looked as though he had been in the dungeon for about twenty years, was trying to say something to me. He wasn't making any sense, but the few grunts he was producing and his frantic finger pointing persuaded me to follow him to a dark corner of the dungeon. When we were out of sight of the other prisoners he bent down [Er, I hope



INDY AND THE LAST CRUSADE: I can see the moon!



Look at
Walk to Look at Open Move
Consume Pick up Close Use
Talk to Remove Wear Give

SIMON THE SORCERER: Simon you dozy get, where are you going? He's right there behind you for heaven's sake. Are you completely blind or something?

this is going to be suitable – Ed] and began scraping at some of the debris that littered the floor. [Phew!] Having decided this fool was obviously mad, I was about to walk off when I saw a glimpse of metal which the old man's scrabbling had uncovered.

I bent down to take a closer look and couldn't believe my eyes when I saw that an old grate had been revealed. Pushing the old man out of the way and summoning all my strength, I tugged at the grate until it finally gave way with a screech of grinding metal. The old man clapped his hands together and jumped up and down in a fit of wild delight at my success, but before he could congratulate me on my feat of strength, the dungeon door burst open.

Convinced that my time had come, I dropped down into the sewer, reached up and dragged the rusting grate over the opening once more.

Thankfully I hadn't been observed by the guard who had burst into the room, so I crouched low in the dark entrance to the sewer, keeping as quiet as possible. However, the old man who had shown me the grate wasn't so lucky. I crouched even lower as I heard him being dragged away kicking and screaming to whatever fate awaited him, and when I heard the dungeon door close and his anguished cries fade away in the distance, I knew that I had been unobserved in my hiding place.

I had no light to guide me, but by putting my arms out in front of my face I managed to feel my way forward through the stinking sewer. The prospect of getting lost in this passageway and dying alone in a pool of its foul contents was horrific enough, but I realised that it was my only realistic chance of escape, so I pressed on trying to convince myself that I would soon come across an exit.

For once my hopes actually transformed themselves into reality, and it wasn't long before I realised I could just about make out the individual bricks in the sewer walls. A few dozen steps later and I could see light ahead of me. It was at this

point that I decided to begin writing this month's column. It may not seem the most appropriate course of action in the circumstances, but if the source of light turns out to be anything less than friendly, I won't be able to dole out any adventuring help to you will I?

I am here to serve.

Cruise for a Corpse

Q I have opened the desk in Niklos' study with the key that I found on the floor of my cabin and found the bracelet and letter from Father Fabiani. I also have the letter from the Bishop I found in Father Fabiani's prayer book plus the receipt for the bracelet I found in the smoking lounge. I have questioned everyone I can find on these things but I can question no further and can get no more information as a result. I can find no more objects and the time on the clock reads 10:20.

D Cooper, Portland

A Go to the dining room, open and examine the door, then take the engagement invitations. Now walk down the main deck to portside and have a bit of a chat with Rebecca and Tom on the upper deck. From here, head to Fabiani's cabin and see what transpires. Good luck!

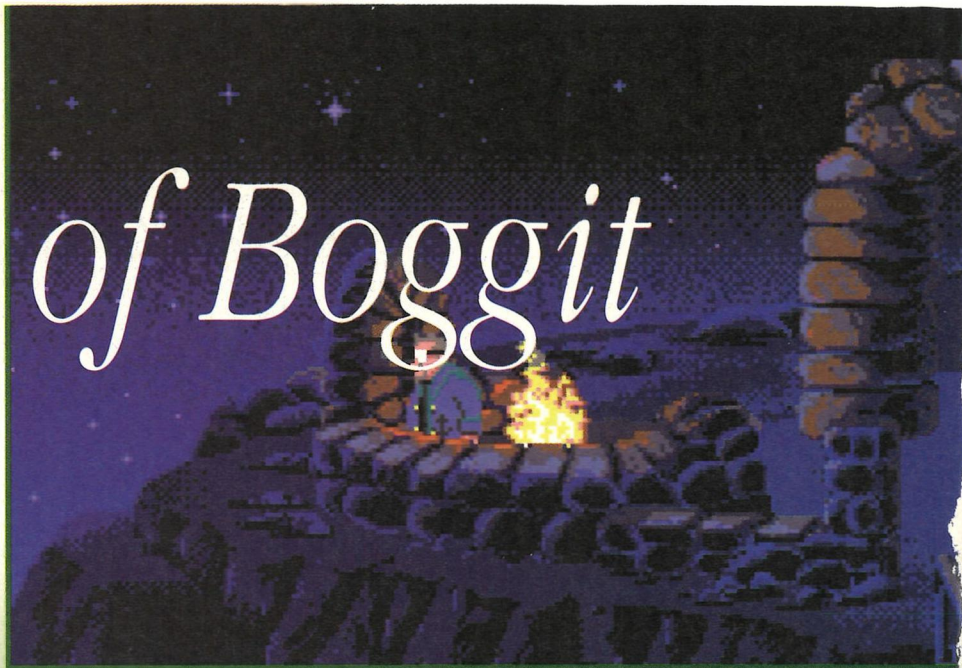
Simon the Sorcerer

Q Please, please, (times 1000) can you help me with Simon the Sorcerer for the Amiga. These are the objects I haven't used: frogsbane, hook, cold remedy, white spirit, ring, 17 coins, rope and magnet, etc. Please can you tell me what I should be doing with these objects. Please, please, help!

Richard Hamer, Redhill

A Er, give the frogsbane to the druid to get a potion, use the hook on a boulder in the dragon's cave, give the cold remedy to the dragon, use the white spirit on the pink mark on the talking

SON of Boggit



tree, take off the ring when you speak to the druid for the second time, give the 17 coins to the wizards and use the rope and magnet three times on a hole to get a gem. As for the etc, well I've no idea what you do with that.

Indy and the Last Crusade

Q I am at the airport and the boy can't get it up, the bi-plane that is. How do I do it?

Craig Dutton, Higher Kinnerton

A Get in the bi-plane, push all the switches up, then move the dial to B. Click on the tank indicator until it is green, pull out the T lever and the black knob, and push the T lever in and out until the arrow on the dial points to the green part. Then push the black knob in and out three times and push the red starter button. You should now be able to soar through the clouds with the greatest of ease... well, until you get shot down and have to crashland anyway.

Monkey Island

Q How do I get the banana picker out of the hut in the cannibal's village? It is too big to get through the hole in the floor. I need it to get the monkey head.

Andre Aylward, London

A To get the banana picker you first have to get the skull from the guest hut. Use this to prise open the loose board, then the banana picker is yours for the taking.

Shadow of the Beast II

Q I am almost on the verge of throwing my Amiga through the window in frustration. I am constantly having my brain racked by Shadow of the Beast II on the 500. I found out on Gamesmaster that you have to break a rock up using a machine and push one of the bits on to the seesaw, but there is a pool of acid between the rock and the

MONKEY ISLAND: What's that burning smell? Am I standing too close to the fire?

seesaw. How do I get it across? Secondly, what is the password I have to whisper to the dragon thingy?

Steven Bresnen, Merseyside

A Free the beast from its cage and then hit the lower switch on the right. Now go to the lift and board it to go down. The switch that you just hit should have caused a bridge to appear, so move left across it and use the three levers on the right to operate the claw. You should now pick up the rock on the right with the claw and drop it on the spike in the floor on the right. Push the remaining, smaller rock on to the seesaw over to the right and climb the rope, jumping off to land on the other side of the seesaw. Run to the other lift and you will go up. Head right and kill Ishran, then free the prisoner. This grateful soul will tell you the password which you have been searching for.

Police Quest 1

Q I can get up to the point where I have to arrest a drunk driver. I have looked at his licence, smelt his breath, read him his rights and reported all of this to despatch, but I can't get him to come with me. Please can you help?

Scott Smith, Scunthorpe

A Carry out the following steps carefully Scott and everything will go smoothly: Overtake the car and get it to stop. Then leave your car, go to the back of the drunk's mobile and radio the licence number back to the station. Now walk to the driver's door, look at the man and ask him to show you his driving licence. Tell him to get out of the car, then smelt his breath and administer the field sobriety test. Handcuff him, say NO, search him, then tell him to get in the patrol car. Now walk behind him over to the patrol car's back door, open it and

radio for a tow truck. Congratulations, you've made an arrest.

Maniac Mansion

Q Could you please tell me how to get the key down from the glass chandelier in the room next to the library?

James Wyndham, Suffolk

A To get the key you first need to make an ear-piercing cassette recording. Go to the music room and use the record with the Victrola. Turn it on then turn it off again. Use the cassette tape in the cassette recorder, turn on the recorder and turn on the Victrola. Then turn the Victrola and the cassette recorder off, pick up the cassette tape and go to the living room downstairs. Put the tape in the cassette player and turn it on. The chandelier will shatter into lots of pieces and you should be able to pick up the key to the dungeon door.

Well, it's time to go for broke and see just what lies at the end of this tunnel. Will it turn out to be the escape route I'm looking for or will it take me into even graver danger? With luck I'll be able to tell you all about it next month.

Until next time, farewell!

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

Send your queries (and tips if you like) to:
Son of Boggit,
The Stinking Sewer
c/o Amiga Action,
Media House,
Adlington Park,
Macclesfield, SK10 4NP



POLICE QUEST: It was never like this is The Sweeney

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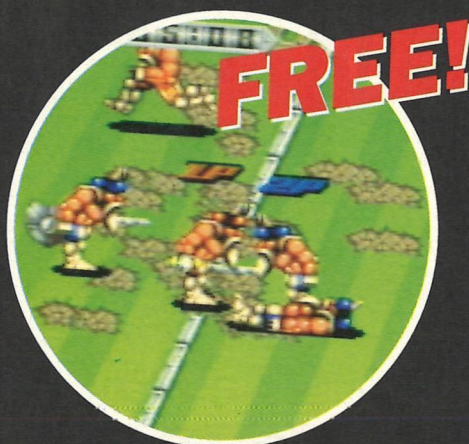
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Get a life!

Not content to rule the roost in the fiction bestseller charts, spooky old Stephen King is taking over Get a life too. We've taken a look at two very different offerings of his, now available on video, and they're both as excellent as each other! Also up for a timely and inexpensive re-release is the brilliant V series, where special effects are sacrificed for a superb storyline and decent acting. Add offerings in the shape of Mortal Kombat and a few tunes to all this, and once again you can... Get a life!

MORTAL KOMBAT Manga Comics Out August

With a Tank Girl comic already on sale in newsagents everywhere, Manga is hoping that the launch of its new Mortal Kombat comic will further cement its place in the graphic story marketplace. Priced at under a quid, MK sports a glossy cover and initially features 24 pages of strips and stories centred around the exploits of your favourite beat'em-up stars. As well as concentrating on Johnny Cage et al, the comic looks beyond the fighters from the game and into the mysterious Outworld, speculating about the lives of the Kombatants themselves. You never know when something like this might become collectable, but whatever, it sounds like a bit of a must for beat'em-up fans everywhere.



THE SHAWSHANK REDEMPTION

Guild Home Video – Available to rent, Cert 15

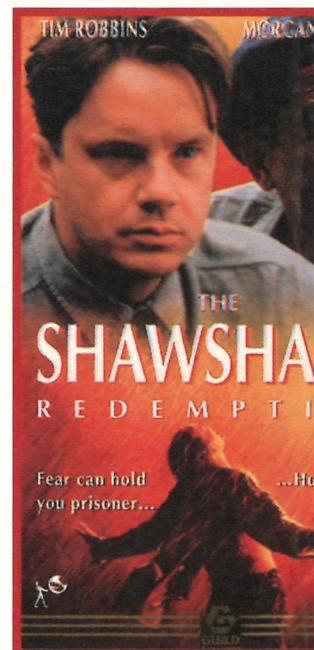


Based on a Stephen King 'short' story, The Shawshank Redemption follows the prison life of disgraced accountant Andy Dufresne (Tim Robbins) who has been sentenced to life behind bars for the double murder of his wife and her lover. As if this isn't bad enough, he must pay his dues to society within the walls of Shawshank Penitentiary, a prison which makes Alcatraz look like some sort of holiday camp.

At first Dufresne finds life on the inside amongst the brutal guards and bullying inmates tough, but he soon makes friends, most notably with Red (Morgan Freeman), a prisoner who is well respected by just about everybody except the all-important parole board.

As the film progresses, Andy finds that his financial expertise comes in very handy on the inside. He gains extra privileges for himself and his new friends by helping the guards with their annual tax returns, and finds favour with the scheming warden who is always on the lookout for tax dodges and kickbacks. This unlikely alliance with the jail's authority works well for a while, but ultimately leads to confrontation when the warden realises Andy knows too much about his shady dealings and suppresses evidence which would set him free.

The Shawshank Redemption is a shocking, violent, but ultimately uplifting film that should find favour with just about everyone. Nominated for umpteen Oscars, it's the best screen version of a Stephen King book since Misery. Rent it now.



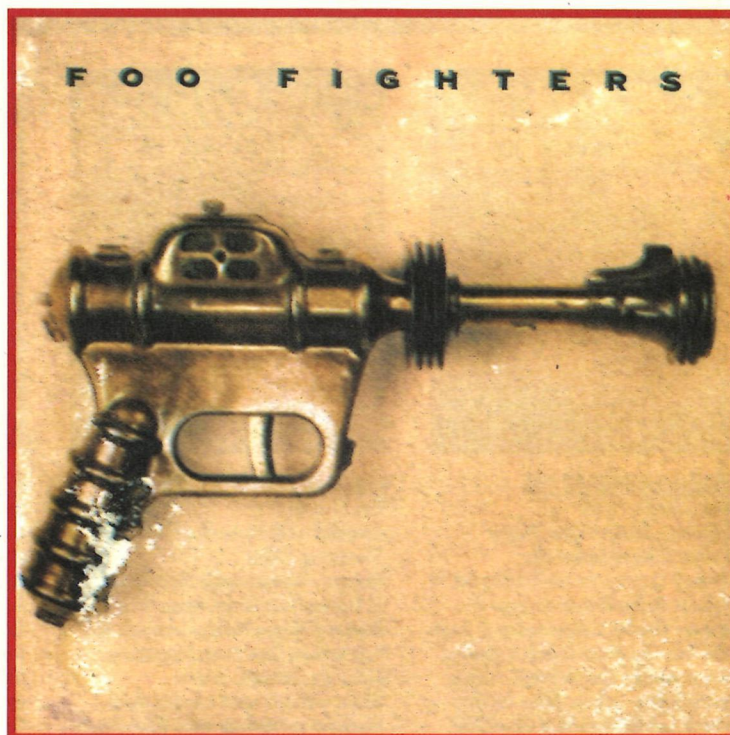
FOO FIGHTERS Roswell Records

Dave Grohl has returned from the ashes of Nirvana with his new band. Foo Fighters are already a huge success with both the lead single, *This Is A Call*, and the album itself both reaching the higher regions of their respective charts.

With the Foo Fighter moniker being taken from a nick-name given to some brightly coloured sphere seen by pilots on all sides in the latter stages of the Second World War and the record label itself being named Roswell, the sci-fi imagery works quite nicely. There are obvious similarities between Nirvana and this new outfit in the song structures and sound, with Grohl himself stepping down from his battered drum kit to pick up the guitar and tackle the vocals, as well as handling the production.

The tunes vary from simple pop songs to all-out riff fests such as *Weenie Beenie* and *Wattershed*. On first hearing there are a few stand out tracks, but bear with it and you'll soon realise that Foo Fighters' debut album is impressive from beginning to end. Mark our words, they are going to be massive.

If you fancy seeing them live, they're playing the Reading Festival on August 26.



THE STAND

Terror Vision – £14.99, Cert 15



First published in 1978, Stephen King's 'good versus evil' epic was re-introduced in an uncut state in 1990. But, it's the original version of his book that this six hour double video is based upon.

Filmed as a mini-series for American television, the story begins with the escape from a military research laboratory of "Captain Trips", a deadly virus with a communicability rate of over 99.9%. Pretty soon just about everyone in the United States is dead, and the few survivors are plagued by dreams in which, depending on their psyches, they come face to face with the personifications of good and evil, and are instructed to travel to a place where they must prepare for an imminent apocalypse.

Molly Ringwald, Gary Sinise (Forrest Gump) and a mute Rob Lowe head up the good guys who converge in a small Colorado township to prepare for their stand against the apparent anti-Christ who is building an army in the city of Las Vegas. Too many Stephen King adaptations have been poorly done and are consequently only of interest to fans of his books. While the majority of performances here do little to inspire, one or two strong showings combined with the fascinating and constantly weaving storyline, place this firmly in the mainstream interest bracket.

Beyond Vision – Five Videos, £7.99 each

Hot on the heels of last month's *Westworld*, *Hitcher* et al, new Warner Home Video off-shoot *Beyond Vision* has released the complete collection of possibly the finest science fiction mini-series of all time – *V*. Blessed not only with one of the shortest titles for a programme ever, but one of the best storylines as well, this was a television event the like of which has not been seen since.

When *V* was first broadcast (around 10 years ago now), the whole nation was captivated as the Earth was 'visited' by apparently friendly aliens.

Weighing in at a hefty 10 or so hours of viewing time, it may seem excessively long, but believe us, when you sit down and watch it the whole thing flies by in next to no time. If you've seen it before you'll probably already want to own it, but if you haven't, why not spend eight quid on the first video to see if you like it? We can virtually guarantee the other four will soon follow it into your expanding video collection.

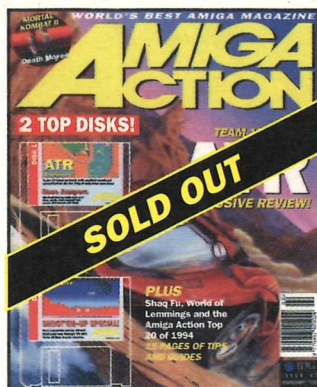


BACK ISSUES



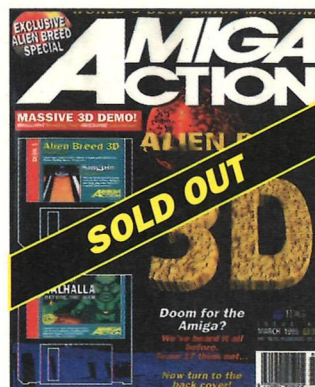
ISSUE 66 JANUARY '95

Cover - Shadow Fighter
Coverdisk - Shadow Fighter, Premier Manager 3, Mortal Kombat offer
Features - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)
Reviews - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 + many more!
GTGAs - Ishar 3 Pt 3, Robinson's Requiem Pt 2



ISSUE 67 FEBRUARY '95

Cover - ATR
Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special
Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey
Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu
GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



ISSUE 68 MARCH '95

Cover - Alien Breed 3D
Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War
Features - Alien Breed 3D, Film '95, Get a Life
Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It
GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit
PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



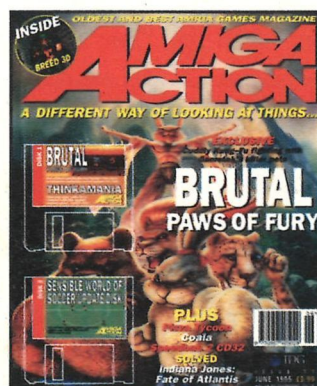
ISSUE 69 APRIL '95

Cover - Comic Relief Four Disk Special
4 Coverdisks - Turbo Trax, Sperm Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)
Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax
GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball
PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Sperm Legacy



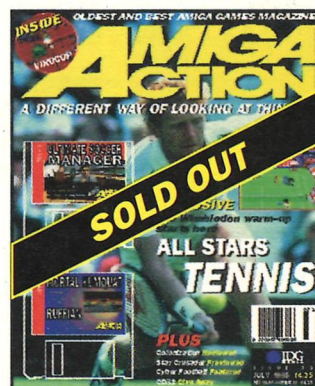
ISSUE 70 MAY '95

Cover - Manchester Utd - The Double
Coverdisk - Kwok's Game, PM3 Multi-Editor, Sperm Legacy, Sensible Massacre 2, Demon
Features - The End?
Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz
GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War
PLUS Previews - Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



ISSUE 71 JUNE '95

Cover - Brutal - Paws of Fury
Coverdisk - Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania
Features - You Speccy Get, World Wide Wonders (Internet)
Reviews - Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery
GTGAs - Valhalla BTW Part 2, Indy: Fate of Atlantis



ISSUE 72 JULY '95

Cover - All Stars Tennis
Coverdisk - Ultimate Soccer Manager, Ruffian, Mortal Kumquat
Features - Get a Life!
Reviews - Behind the Iron Gate, Colonization, International Golf, Virocop, Syndicate CD32
GTGAs - Brutal - Paws of Fury, Ultimate Soccer Manager, Valhalla BTW Pt 3, Bloodnet, Indy: Fate of Atlantis Team Path
PLUS Previews - All Stars Tennis, Big Red Adventure, Gloom, Timekeepers, Star Crusader



ISSUE 73 AUGUST '95

Cover - Sensible Golf
Coverdisk - Quik the Thunder Rabbit - Fantastic full game giveaway
Features - It's in the Net (Team 17 Cyber Football), Get a Life!
Reviews - F1 World Championship Edition, Obsession, Player Manager 2, Sensible Golf, Tactical Manager 2
GTGAs - Valhalla: Before the War (Pt 4), High Seas Trader, Indy: Fate of Atlantis (Action Path Pt. 1), TFX, Son of Boggit
PLUS Previews - Hyborea: Conan the Destroyer, Pole Position, Tiny Troops

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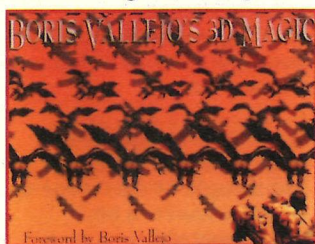
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Thora Hird's Talkback

The letters page they dubbed as "too offensive" is now being chaired by Thora Hird. And all because a couple of losers took offence at descriptions of body fluff. Sheesh

MAGIC

Re: Get a Life, August, As you state correctly on page 48, Robert E Howard created the character Conan the Barbarian. He first appeared in a series of short stories in the 1930's Strange Tales magazine.



Conan was just one of many Howard characters who graced this mag – swashbuckling English Civil War Royalist Solomon Kane was another. Howard committed suicide in the 60's, and so never saw his character appear in the comic book, Savage Sword of Conan, a series which has had an unbroken run from... [Blah, blah, blah].

Edgar Rice Burroughs created the character Tarzan in the 1914 novel Tarzan of the Apes. The character was most famously played by... [Blah, blah, blah]... launched the English language career of Christopher Lambert... [Blah, blah, blah]... Andie MacDowell... [Blah]... poor English accent... [Blah]... redubbed... [Blah]...

Lester Dent created the character Doc Savage in the early 1930's. Rights to the character [interestingly enough] are currently owned by the Condé Nast syndication group, who also... [Blah, blah, blah]... [Blah] [Blah].

1 out of 10.

Very poor.

Yet strangely, much in keeping with the rest of the issue.
Cam Winstanley, no address

Why thank you Cam. What a nice name that is. You like films, don't you? I love the oldies: Vivien Leigh, Clark Gable, ooh he sends me! It's always nice to get feedback from the loyal readers of Amiga Action. Glad to see you enjoy the section. How are

you, anyway? Nice weather we're having isn't it? Are you off anywhere on your holidays this year? Write again soon dear. You sound like an interesting lad.

LOVELY

Dear Thora, I bought your August issue of Amiga Action and the front cover said "free whole game", but as I read inside it said "sort of". I was appalled and took it back to the shop. Even the man in the shop was appalled. I would like a written apology and explanation please.
Daniel Clark, Witney, Oxfordshire

We're sorry love. The rest is on this month's magazine, and especially nice it is too. It's a nice day isn't it? I love the summer. It really makes you appreciate God's creations don't you think? The way the flowers bloom and the birds sing in the trees. Goodbye love. God bless.

SMASHING

Dear Thora, I wrote to Nikky Marshall from last issue's Swap Shop section and was quite startled to receive the enclosed reply [Excerpt: I'm a pirate, check me out, I am]. This is not the type of thing I expect to find in the Swap Shop section, as the service is usually first class for those who use it purely for legitimate reasons.

I do not condone software piracy and trust you will take whatever action you see fit. It would be a shame if the Nikky Marshalls of this world manage to destroy what is to some of us one of the most valuable sections of the magazine.
Yours sincerely,
Paul A Hardy, Sheffield

What a lovely letter! I can see that you're a young man who's been brought up properly, and you're right! These nasty people just spoil it for everyone else, and I'll tell you something now Paul, shall I? They're only cheating themselves. They are! They'll take and take and take until there's nothing left to take,

and then where will they all be, eh? In a right pickle, that's where. Good for you love!

PRAISE BE

Dear Thora, I think AA is fantastic, the best Amiga magazine, and has the best coverdisks. But (of course there's a but) why has it got smaller? There are so few pages I can hardly see it sideways on! There used to be loads. Please tell me where they've gone.

Also, why has the price of the magazine gone up? Please stop making coverdisks which you, as you say, "Have to de-crunch". I don't have that many blank disks and it's a waste of time.

In response to the SWOS or Dross thingy I must tell you that I have won the league in Spain, Latvia, Holland, Scotland and Sweden.

Well, I've had my moan now, so I'll say something nice. You have super reviews, sad posters, good Superleagues and fun coverdisks. Please, pretty please with a cherry on top will you send me a game. Not even a good one, just something rubbish like Ants or Battle Trucks.
William Alter, Loughton, Essex

William. My dear husband Alf was called William. It's a good honest name and I'll bet you're a good honest lad. I'll tell you something William shall I? Not as many people these days are releasing games for the Amiga. It's a crying shame, but that's life I suppose. All these new fangled machines are taking over and our poor Amiga is getting a right rum deal. It fairly makes me seethe, it does, but there's nothing the

Letters that Thora couldn't cope with

I am considering getting connected up to the Internet on my trusty Amiga 600 and have a few questions for you:

1. Is the Internet any good on the Amiga?
2. If I e-mailed you would you e-mail me back?
3. Give me a few examples of what I could do on the Internet.
4. Will you go out with my sister?
5. Why does your magazine keep going up in price? It's really tempting to buy The One Amiga instead [Pffwwwssssk!]

Nathen Smyth, Oldham

My son has just spent his pocket money on your magazine on the strength of there being a full game on the coverdisk – [etc]
A Smart, Barnstaple

Can you please tell me why you put those idiotic animals on the last page every month? I never know when you will be on sale next or what will be in next month's magazine...
Carl Fitzpatrick, Myag, Wales

...and it's about time you stopped slamming Commodore. They brought me into the world of computing with the C64 and have kept me constantly amazed ever since. If you can't say anything nice about them then shut up!
Michael Dunn, Carlisle

...normally this wouldn't bother me but I have waited EIGHT MONTHS for it to arrive and as you can imagine I'm beginning to get just a little bit fed up.
No name or address, so how're we supposed to sort it out?

▶ little, unimportant folk like us can do about it.

I don't know what to say about the price, I really don't. In my day Amiga Action cost a shilling and all computer games were made of wood. Your hands would be covered in splinters before the thing had loaded. But we were happy.

JOLLY NICE

Hello Thora, How's it hangin'? I am writing to ask you some questions, as you do with them. Questions, I mean. Ask them, you know?

Anyway, I am starting up an Amiga magazine myself. I have 40 or 50 mates helping me and I plan on calling it A Meagre Action. Whaddya think? Now on to the questions...

With all the letters you must receive every week, do you read them all and pick out the elite of the readers' riveting ramblings, or do you pick out the best and lob the others into Amiga Power's very small, very empty, cobweb-filled in-tray?

Also, how long do you spend on the Amiga at work? Is most of your sad, empty, meaningless life spent writing reviews? Is this your only profession or do you have other jobs? Oh, by the way, could you ask Fiona the art editor for me?

I am also making a magazine editorial computer game in which you have to deal with incompetent staff and deadlines, and read annoying reader's letters. Here is the main character: I call him Mr. Roundhead, but he might need altering because he looks a bit funny.

Robert Kelly,
Myrtleville, Co. Cork



Eee Robert, what a rum lad you are! Asking girls out indeed. I never heard of such a thing! As far as I can tell the letters are usually picked for their profanity content, which of course is why I'm here now. There'll be none of that dirty business any more, you mark my words. You know love, I don't think the people at Amiga Action spend any time with the Amiga at all. As far as I can tell there's too much temptation just to sit around and chat.

And it wasn't like that in my day, oh no. We worked hard for long hours for an honest day's pay. But we were happy, etc.

GRAND

Dear Mrs Hird, Over the past few months there have been a number of letters in Talkback regarding the decrease in size of Amiga Action. In response you have protested that it is not your fault that there have been so few Amiga games to review recently. I agree with this, but you yourselves have been contributing to the loss of pages in the magazine, since you have removed several features.

Firstly, the budget, A1200 and CD32 chart pages have disappeared, yet the majority of recent releases have been for these formats. Secondly, the Reader Reviews have been conspicuous by their absence. This always appeared a popular feature and yet this has been dropped.

The next month page at the back of the magazine has also vanished. Even if you didn't have a clue what the next issue would contain, you used to come up with something amusing - better than the obscure poster of the month, which is getting increasingly more ridiculous.

Finally, why have the Superleagues been revamped yet again? You said you have "buggered about with them" and you have certainly done that. They worked much better in their old six page form as it gave quite a clear view of each genre with games both old and new.

On another subject, how come AA has increased in price

to £4.25 while your thicker sister magazine Amiga Computing has remained at a price of £3.99?

I know this all sounds a bit negative, but you are still far and away the best etc etc.
Paul Faulkner Wavertree,
Liverpool

My, you're a serious young man Paul. It's nice to get a letter from a thinker. I bet you do really well in school. I loved school. Of course in my day... etc etc.

Anyway, you have so many talking points in your letter that I thought it best to see what young Paul the Editor has to say. Seems to me like he's got a bit of explaining to do. So, after washing his mouth out with soap and water to ensure he wouldn't utter any of the satanic trash he's famous for, I discovered the following:

The charts suffered from considerable overkill at two full pages, and the ones you now see are the overall charts including both A1200 and CD32 releases.

The Superleagues were, apparently, "A waste of space at six pages and far better now", and the Reader Reviews are in a state of temporary hiatus and are due to return very soon.

Oddly, Paul went quiet when I put your question about the price increase to him, and I didn't like to press him further because the parson was coming for tea and I hadn't done any baking. God bless, deary.

SUPER!

Dear AA, I couldn't help but notice the letter from The Prophet of Rage last month. His opening line was, "My topic is friends". What on earth is this prat doing with friends? It's the first time I've seen this "Prophet" but I'm scouring through back issues in a vain attempt to find another letter from this complete arse.

Is this some feeble joke by the Amiga Action staff printed in the vain attempt to give readers a laugh? Or is there actually a person sad enough to put pen to paper and talk about how he messed up his friend's game?

Are we to believe that there are wan-[Ooh!] of such magnitude in this fair land, or has he, as your title suggests, got "No pub-[Oooh]"? And if he is the Prophet of Rage, why doesn't he give his address? He's probably scared that

someone like me will challenge him to a duel in the corridors of darkness.

AG, Bridgewater, Somerset

Well AG, it's funny you should write about this. You know, this is the reason that I'm replying to the letters this month, because Paul let his tongue run a bit free with the milk of human harshness, so to speak, and has been told that from now on all Talkbacks must be free of obscenities and sarcasm [thanks to some loser who complained].

There's nothing clever about being nasty to your friends because we're all God's children after all.

Come on Prophet of Rage - buck your ideas up and give us a cheery smile!

MARVELLOUS

Dear Talkback, Just thought I'd drop a line to let you know I'm a bit bewildered with your mag. Why is it in one of your back issues I can't seem to find an address for the Hit for Six compilations?

Surely there must be an address somewhere for them. I've looked everywhere, read all the smallprint, but nothing.

Maybe it's there somewhere but I don't know my arse from my elbow. Tell me it's not. Give me a clue, or better still tell me straight out how to get hold of HFS vol 6. Your mag is great apart from that one thing.

Chris, Chesterfield

Chris love, the reason there isn't an address is because we don't have room to put the addresses of all the computer shops. Are you with me, dear? Bless you love...

Send clean, polite, non-controversial things which won't get Paul into lumber or make him wonder why the hell he bothers at all to:

**Paul Roundell,
Talkback,
Amiga Action,
Media House,
Adlington Park,
Macclesfield,
SK10 4NP**

**fax no:
01625 879967**

**email: paul@gagged.migh
taswellbeinrussia.co.uk**

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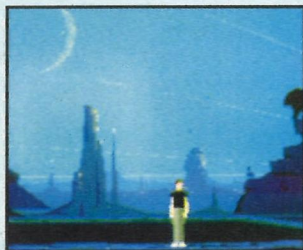
Tel/Fax: 01452 770133

Superleagues

And so to that very special place in the magazine which you all hold dear in your hearts. The Superleagues, those bastions of all things noteworthy where history is made each month. And where AA staff fall unconscious, bored.

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION + MISSION DISK**
Core Design
- 14 **LITIL DIVIL**
Gremlin
- 15 **SPACE CRUSADE**
Gremlin
- 16 **HERO QUEST + DATA DISK**
Gremlin
- 17 **ASHES OF EMPIRE**
Mirage
- 18 **CYBERCON III**
US Gold
- 19 **SWORD OF HONOUR**
DMI
- 20 **LORDS OF TIME**
Software Business

Adventure

- 1 **VALHALLA/BEFORE THE WAR**
Vulcan
- 2 **MONKEY ISLAND 2**
US Gold
- 3 **INDY/FATE OF ATLANTIS**
US Gold
- 4 **BENEATH A STEEL SKY**
Virgin



Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **DREAMWEB**
Empire
- 8 **LEGEND OF KYRANDIA**
Virgin
- 9 **LURE OF THE TEMPTRESS**
Virgin
- 10 **SECRET OF MONKEY ISLAND**
US Gold



- 11 **CURSE OF ENCHANTIA**
Core Design
- 12 **RISE OF THE DRAGON**
Dynamix
- 13 **DARK SEED**
Cyberdreams
- 14 **BLOODNET**
Gametek
- 15 **THE CLUE**
Black Legend

- 16 **LABYRINTH OF TIME**
Electronic Arts
- 17 **MADDOG WILLIAMS**
Game Crafters
- 18 **INDY/LAST CRUSADE**
Lucasfilm
- 19 **KGB**
Virgin
- 20 **MEAN STREETS**
US Gold

Shoot'em-up

- 1 **CHAOS ENGINE**
Renegade
- 2 **DESERT STRIKE**
Electronic Arts
- 3 **SKELETON KREW**
Core Design
- 4 **TOWER ASSAULT**
ATeam 17
- 5 **GUARDIAN**
Acid
- 6 **ALIEN BREED 2**
Team 17
- 7 **BANSHEE**
Core Design
- 8 **PROJECT-X**
Team 17
- 9 **ALIEN BREED '92**
Team 17

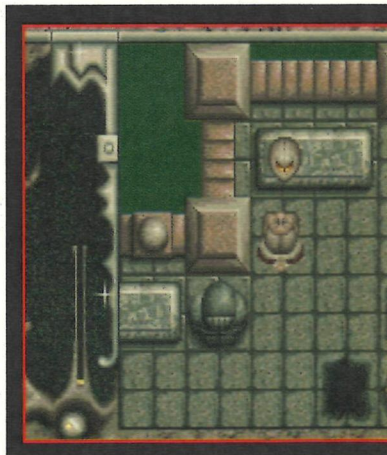
- 10 **ALIEN BREED '92**
Team 17
- 11 **BLOOD MONEY**
Psygnosis
- 12 **ALIEN BREED**
Team 17
- 13 **JUNGLE STRIKE**
Ocean



- 14 **TURRICAN 3**
Renegade
- 15 **SEEK AND DESTROY**
Mindscape
- 16 **WALKER**
Psygnosis
- 17 **SILKWORM**
Virgin
- 18 **SWIV**
The Sales Curve
- 19 **TURRICAN 2**
Rainbow Arts
- 20 **OVERKILL**
Mindscape

Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**
Renegade
- 2 **SENSIBLE SOCCER**
Renegade
- 3 **GOAL**
Virgin
- 4 **SPEEDBALL 2**
Renegade
- 5 **MAN UTD: THE DOUBLE**
Krisalis
- 6 **FOOTBALL GLORY**
Kompakt
- 7 **PRO TENNIS TOUR 2**
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**
Krisalis
- 9 **PGA EUROTOUR**
Ocean





Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 10 **JOHN MADDEN**
Electronic Arts
- 11 **ULTIMATE SOCCER MANAGER**
Impressions
- 12 **PGA TOUR GOLF + DATA DISK**
Electronic Arts
- 13 **PREMIER MANAGER**
Gremlin
- 14 **PREMIER MANAGER 2**
Gremlin
- 15 **PLAYER MANAGER 2**
Anco
- 16 **GRAHAM GOOCH CRICKET**
Audiogenic
- 17 **PREMIER MANAGER 3**
Gremlin
- 18 **MICROPROSE GOLF**
MicroProse
- 19 **ON THE BALL**
Daze



- 20 **WORLD CLASS RUGBY**
Audiogenic

Flight Simulation

- 1 **REACH FOR THE SKIES**
Virgin
- 2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 **GUNSHIP 2000**
MicroProse



- 4 **FALCON & MISSION DISKS 1 & 2**
Mirrorsoft
- 5 **TFX**
Ocean
- 6 **TORNADO**
Digital Integration
- 7 **F117A**
Microprose
- 8 **COMBAT AIR PATROL**
Psygnosis
- 9 **B17 FLYING FORTRESS**
MicroProse
- 10 **OVERLORD**
Virgin

- 11 **DOGFIGHT**
MicroProse
- 12 **THUNDERHAWK**
Core Design
- 13 **F-19 STEALTH FIGHTER**
MicroProse
- 14 **THEIR FINEST HOUR + DATA DISK**
Lucasfilm
- 15 **F-16 COMBAT PILOT**
Digital Integration
- 16 **A320 AIRBUS USA**
Thalion
- 17 **BATTLEHAWKS 1942**
Lucasfilm
- 18 **FIGHTER BOMBER**
Activision
- 19 **A320 AIRBUS**
Thalion
- 20 **A-10 TANK KILLER V1.5**
Sierra

Racing

- 1 **SUPER SKIDMARKS**
Acid Software
- 2 **TURBO TRAX**
Arcane
- 3 **SKIDMARKS**
Acid Software

- 4 **LOTUS ESPRIT TURBO CHALL**
Gremlin
- 5 **BUMP N BURN**
Grandslam
- 6 **FORMULA ONE GRAND PRIX**
MicroProse
- 7 **SUPERCARS 2**
Gremlin
- 8 **ROADKILL**
Acid Software
- 9 **LOTUS TURBO CHALLENGE II**
Gremlin



- 10 **ATR**
Team 17
- 11 **POWERDRIVE**
US Gold
- 12 **OVERDRIVE**
Team 17
- 13 **STUNT CAR RACER**
MicroStyle



Valhalla

(and Valhalla: Before the War)
Vulcan Software 94%
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superceded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.





Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.

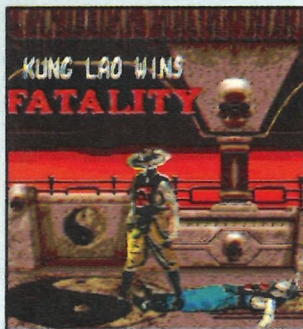


- 14 **NO SECOND PRIZE**
Thalion
- 15 **NITRO**
Psygnosis
- 16 **LOTUS III**
Gremlin
- 17 **LAMBORGHINI**
Titus
- 18 **F17 CHALLENGE**
Team 17
- 19 **MICRO MACHINES**
CodeMasters
- 20 **JAGUAR XJ220**
Core Design

- 5 **BODY BLOWS**
Team 17
- 6 **BRUTAL: PAWS OF FURY**
Gametek
- 7 **PANZA KICK BOXING**
Futura
- 8 **TORVAK THE WARRIOR**
Core Design
- 9 **BODY BLOWS GALACTIC**
Team 17
- 10 **BUDOKAN**
Electronic Arts
- 11 **ELFMANIA**
Renegade
- 12 **STREETFIGHTER II**
US Gold
- 13 **ORIENTAL GAMES**
Unknown
- 14 **AFTER THE WAR**
Dynamic
- 15 **VIGILANTE**
US Gold
- 16 **WRATH OF THE DEMON**
Readysoft
- 17 **SHADOWWARRIORS**
Ocean
- 18 **FINAL FIGHT**
US Gold
- 19 **NINJA WARRIORS**
Virgin
- 20 **????????????**
??????

Beat'em-up

- 1 **MORTAL KOMBAT II**
Acclaim
- 2 **MORTAL KOMBAT**
Virgin

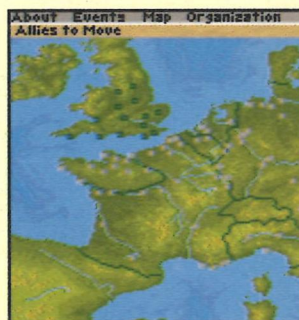


- 3 **SHADOW FIGHTER**
Gremlin
- 4 **IK+**
System 3

Strategy

- 1 **SIMCITY 2000**
Maxis
- 2 **SETTLERS**
Kompart
- 3 **CIVILISATION**
MicroProse

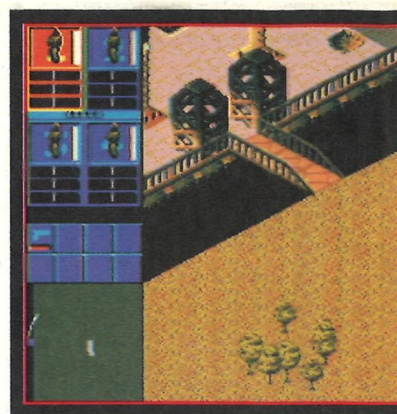
- 4 **THEME PARK**
Electronic Arts
- 5 **UFO**
Microprose
- 6 **DETROIT**
Impressions
- 7 **POWERMONGER + DATA DISK**
Electronic Arts
- 8 **UTOPIA + DATA DISK**
Gremlin
- 9 **MEGA LO MANIA**
Mirrorsoft
- 10 **COLONISATION**
MicroProse
- 11 **POPULOUS II**
Electronic Arts
- 12 **DUNE II**
Virgin
- 13 **K240**
Gremlin
- 14 **PIRATES! GOLD**
MicroProse
- 15 **CAESAR**
Impressions
- 16 **SABRE TEAM**
Krisalis
- 17 **REUNION**
Grandslam



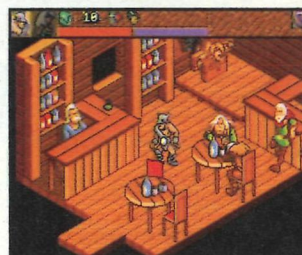
- 18 **D-DAY**
Impressions
- 19 **LORDS OF THE REALM**
Impressions
- 20 **GLOBAL EFFECT**
Electronic Arts

Arcade Strategy

- 1 **CANNON FODDER**
Virgin
- 2 **FRONTIER - ELITE 2**
Gametek
- 3 **LIBERATION**
Mindscape
- 4 **ELITE**
Rainbird
- 5 **SYNDICATE**
Electronic Arts
- 6 **SPACE HULK**
Electronic Arts



- 7 **ARMOUR-GEDDON**
Psygnosis
- 8 **DYNABLASTER**
VBI
- 9 **THE KILLING CLOUD**
Mirrorsoft
- 10 **HEIMDALL 2**
Core Design



- 11 **CANNON FODDER 2**
Virgin
- 12 **FLAMES OF FREEDOM**
MicroProse
- 13 **HIRED GUNS**
Psygnosis
- 14 **STARGLIDER 2**
Rainbird
- 15 **THEATRE OF DEATH**
Psygnosis
- 16 **STORM MASTER**
Silmarils
- 17 **SPECIAL FORCES**
MicroProse
- 18 **NORTH AND SOUTH**
Infogrames
- 19 **WAR IN THE GULF**
Empire
- 20 **PIRATES**
US Gold

Platform

- 1 **LION KING**
Virgin
- 2 **ALADDIN**
Virgin
- 3 **JAMES POND 3**
Millennium
- 4 **RUFF 'N' TUMBLE**
Renegade
- 5 **FLASHBACK**
US Gold
- 6 **SOCCER KID**
Krisalis
- 7 **PUTTY SQUAD**
System 3
- 8 **BUBBLE N SQUEAK**
Audiogenic
- 9 **SUPERFROG**
Team 17
- 10 **NAUGHTY ONES**
Kompart



Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the *Lemmings* returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for *Lemmings* fans to wet themselves all over again.



Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



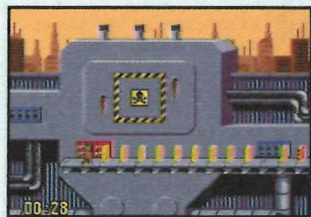
- 11 **OUT TO LUNCH**
Mindscape
- 12 **KID CHAOS**
Ocean
- 13 **ZOOL**
Gremlin
- 14 **THE ADDAMS FAMILY**
Ocean
- 15 **ASSASSIN '94**
Team 17
- 16 **ASSASSIN**
Team 17



- 17 **PREMIERE**
Core Design
- 18 **GODS**
Renegade
- 19 **FURY OF THE FURRIES**
Mindscape
- 20 **ZOOL 2**
Gremlin

Puzzle and Quiz

- 1 **LEMMINGS 2**
Psygnosis
- 2 **BENEFACOR**
Psygnosis
- 3 **OH NO! MORE LEMMINGS**
Psygnosis
- 4 **LOST VIKINGS**
Interplay
- 5 **DIGGERS**
Millennium
- 6 **PIPEMANIA**
US Gold
- 7 **ONE STEP BEYOND**
Ocean
- 8 **PUSH-OVER**
Ocean



- 9 **ALL NEW WORLD OF LEMMINGS**
Psygnosis
- 10 **HUMANS/JURASSIC LEVELS**
Mirage

Role Playing

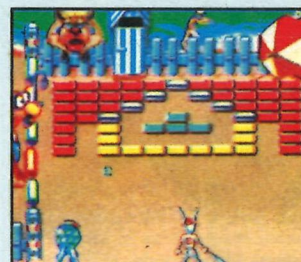
- 1 **AMBERMOON**
Thalion
- 2 **DUNGEON MASTER**
Psygnosis
- 3 **CHAOS STRIKES BACK**
Psygnosis
- 4 **EYE OF THE BEHOLDER II**
US Gold
- 5 **LEGEND**
Mindscape
- 6 **KNIGHTMARE**
Mindscape
- 7 **ISHAR 3**
Daze



- 8 **AMBERSTAR**
Thalion
- 9 **BLACK CRYPT**
Electronic Arts
- 10 **MIGHT AND MAGIC III**
US Gold

Bat 'n' ball

- 1 **PINBALL ILLUSIONS**
21st Century
- 2 **PINBALL FANTASIES**
21st Century
- 3 **PINBALL DREAMS**
21st Century
- 4 **ARKANOID 2/REV OF**
Ocean
- 5 **OBSESSION**
Merlin
- 6 **SHUFFLEPUCK CAFE**
Ubisoft
- 7 **ARKANOID**
Ocean
- 8 **KRYPTON EGG**
Rainbird



- 9 **BUNNY BRICKS**
Silmarils
- 10 **LORDS OF WAR**
Rainbow Arts

What's the crack, like?

The way in which the Superleagues work is thus. At the end of every month, we take a look back at the games which have arrived, and the marks they have been given. The best games are considered for inclusion in the 'leagues, but first we scan the relevant columns and decide where, if anywhere, they should go. Old games may still ride high, not because they outshine the new, but because they have stood the test of time. It's all complicated and stuff.

SwapShop

Amiga 600 contax wanted for swap-ping games cheats etc. Send lists to Andy, 13 Abbey Grove, Adlington, Lancs, PR6 9QB

Wanted: Football Director two for Amiga 600. Will Pay £10. Ask for Robert 0171 354 8481

Amiga 500 and Trekkie contacts wanted, reply guaranteed, write to Oistin O'Reilly, 12b Upper Glenageary Road, Dunlaioire, Co. Dublin, Ireland

For sale, Premier manager 3 £15, Sensible Soccer £10, Kick Off 2 £7, The Games Espana £10, Chuck Rock £8, All boxed. Paul Bew, 30 Blenheim Drive, Oxford, OX2 8DG

One MD with 11 games, one six button control pad including Sensi and Jimmy White. Will sell £90 ono or swap for A1200. Contact on 01795 881186 and ask for Ben.

For sale: Amiga 500 + colour monitor, joysticks, mouse + games including Jungle Strike, F15, Deluxe Paint + many more £190 ono

For Sale: Amiga 1200 30mb HD, £400 worth boxed games, extra disk drive, large collection of mags, over 200 disks and utilities £400. Phone Rod 0151 651 2363

Wanted: CD32 power supply. Will pay £30. Contact Matthew 01773 570994

Swap A600 2 meg, games, mags, joysticks plus MegaDrive, 5 good games for A1200 with games and harddrive. Vincent Elmore, 19 Gladstone Street, Rothwell, Northants, NN14 2ER

SNES for sale, 9 games and scope, games include Mana, Mario Kart, Striker. Would sell for £160 ono or swap for A600 1 meg. Stuart Chadburn, 50 Kirkham Drive, Goddard Ave, Hull, Humberside, HU5 2BT

Will swap Football Glory for any decent game, preferably Jungle Strike. Must work on A1200. Steven Britton, 10 Jaques Court, Hartlepool, Cleveland, England, TS24 0UD

If you want Amiga contacts send off to our club for more info.

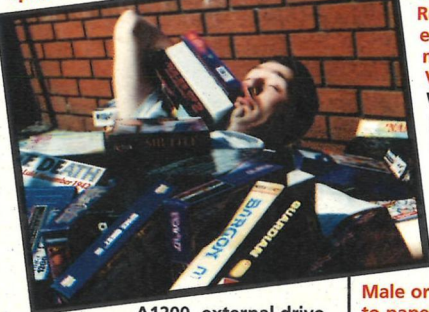
Ben and Stu want you! Stuart Pollyn, 19 Queen Elizabeth Drive, (what? that's it? Oh, obviously there's only one Queen Eliabeth Drive in the whole world then. I'll bet you get a flood of replies there mate.)

For sale: Atari 520 STFM Home Computer. All manuals etc. 30 games approx £200 ono. Mr. L. Drake, 5 Lakeside Close, Bough Beech, Nr Eoenbridge, Kent, TN8 7PL

A1200 for sale with 50+ original games, 6 joysticks, mouse, speakers and hundreds of cover disks etc. £500. Russell Sutton, 01268 526777

Amiga 500, 2 meg, boxed, excellent condition. Many games including Wolfpack, Merchant Colony £150. Buyer collects. Please call Keith 01903 770470

Wanted: Pools of Darkness RPG (AD&D) or any other D&D games. Swap for Heimdall, Crystal Dragon, Ultimate Soccer Manager, Robinson's Requiem or good price paid. Please call 0121 681 6456 after 7pm



A1200, external drive, 80+ original games, loads of blanks and demos £300 ono. Call Craig after 6pm on 01754 769723

Swap/sell European Championships, Nightmare, Lombard RAC Rally, Thunder Jaws, Neighbours, Spellbound Dizzy. All £5-10. Phone Mark on 01909 568653

Wanted: Tactical Manager Italia for the Amiga. Will pay or swap the Beau Jolly compilation (£35) or

Championship Manager '95 for it. Phone Nigel Pope on 01637 878046

A600 for sale. Joysticks, magazines and demo disks. 22 games including Zool, Dune II, Space Legends. All for £300. Mark, 01705 781356

Wanted: Battletch 1 or 2, will swap for MUPLC, Euro Champs or Robo Zone. Alex Plover 01482 651568

A500 penpals wanted! M/F. Send list of games and PD disks if possible. Write soon. List your latest games please. Sean Maiden, 15 Castlehay, Skelmersdale, Lancs, WN8 9DU

A1200 with 80mb H/D £300. Monitor £120, TV Tuner Remote £30, Colour Printer £85, plus much more! Tel 0956 558024

Betrayal (not A1200), Valhalla 1, Jungle Strike, Monkey Island 2, Voyages of Discovery and Delphine Classics collection for Goblins 1, 2 or 3, Police Quest 3, Innocent, King's Quest 6, Beneath a Steel Sky, Universe and KGB. Manuals and boxed. Chris 01642 710728

Male Brazilian student wants to join a demo group. I am a musician. Contacts go to Bonehead. 100% reply worldwide. Bonehead, Rua Sagrado C. Maria, 70 Apto 407 - Vitoria - Es - Brazil - CEP 29055 - 770

A550, 1 meg ram, monitor, joysticks, 3D Animation software, plenty of games etc £180. James, 0171 738 7980

For sale: Lion King £10, Body Blows Galactica AGA £5 ono Both in mint condition. All boxed originals. Tim 01733 52511

C64 including disk drive, disk storage box and joysticks. 150 plus games on cassettes and disks £60 ovno. Len Kerby, 0181 596 9466

Sell Amiga 500, one meg memory, cartoon classics pack, Deluxe Paint 3, selection of games and joysticks £140 ono. Sharon Reynolds, 72 Witley Avenue, Moreton, Wallasey, Merseyside, Wirral, L46 8UT

Wanted A570 CD drive for an A500. Not too expensive. Steven 01375 382833

Wanted: Red Storm Rising original boxed for Amiga 500. Telephone 091 5487587

CDTV, Keyboard, Disk Drive, Remote, £180 A500+, 2mb excellent games, 2 joysticks, 2 mouses. All extras £230. Dave Vel, 01708 671297

Wanted: working Amiga, preferably with 1 meg ram. Price limit five quid! Waiting cash for immediate reply. Cheers. Carl Harvey, 161 Mead Avenue, Langley, Berks, SL3 8JD

A1200 contacts wanted to swap games and cheats. Male or female. 100% reply. Put pen to paper and get writing. Nicholas Wickings, 18 Oswald Road, Dover, CT17 0JS

Wanted: printer for A1200, must be cheap, will pay up to £100. Must be in good working order, plus instructions. 0161 681 8740

A1200 contacts wanted. 100% reply. Photo if possible. Write to Andrew Wiseman, 12 Hamilton Way, Acomb, York, YO2 4LE

Lots of Amiga games for sale. All

originals, reasonable prices. Send SAE for list. C Rayment, 85 Prospect Rd, Southborough, Tunbridge Wells, Kent, TN4 0EE

Sega Game Gear for sale with 9 good games, carry case, magnifier and mains adaptor. £80 ONO. Michael Kay, 01352 711835

For sale: Flashback £12, Goal! £10, Project X £10, Robocop 3 £10, Premier Manager 2 £10, Premier Manager 3 £15, Colditz £10, all boxed. Paul Bew, 30 Blenheim Drive, Oxford, OX2 8DG



A500+ for sale, £250 of games, one mouse, joystick, cartoon classics games, boxed. Must collect, will sell for £250 ono. John Martin, 0121 748 6875

A600, colour monitor, mouse, 2 joysticks, over 20 games, 13 mags + coverdisks, excellent condition, £350 ono. Robbie, 01372 273635

Wanted: Fantastic Dizzy, will pay £5 or swap for Crystal Kingdom Dizzy, must be boxed in good condition, phone Alexi on 0161 304 9471

C64 games for sale. For list send SAE to: Jeff Hazel, 31 Beverley Road, East Ham, London E6 3LH

Swap either Monkey Island, Fury of the Furries, Enchantia or Lotus 3 for Indy Fate of Atlantis or buy for £10. Alexi 0161 304 9471

Starting PD library but I need games. Please send your PD games to Marc, 122 the Ridgeway, Brighton, Sussex, England, BN2 6PB

For sale! BBC emulator for the Amiga £4 including P&P. Phone Matthew on 0181 524 4326 (evenings)

For sale: Atari ST emulator for the Amiga. £4 including P&P. Phone Matthew on 0181 524 4326 (evenings)

For sale: Spectrum emulator for the Amiga £4 including P&P. Phone Matthew on 0181 524 4326 (evenings)

For sale: boxed s/ware. Captive, 1869, Another World, Eye Beholder 2, Ishar 2+3, Jurassic Park plus A1200 etc, 0956 558024

For sale: PC emulator for the Amiga. £4 including P&P. Phone Matthew on 0181 524 4326 (evenings)

A1200 contacts wanted, 100% reply, send list to Per Krakau, Klovervej 8, 4220 Korsor, Denmark

My Nippon Safes, Combat 3,

SwapShop

Shadow Fighter AGA, Premier Manager 3 AGA for your Exile (A1200), Legends of Valour, Pinball Illusions, Civilisation AGA, Allan 0171 793 1185

Lords of the Realm A500 £10, Indy Atlantis Adventure £10, phone or write for swap disk of original cheaper games. Andy Ash, 52 Albany Road, Newport, Isle of Wight, PO30 SJA

Female penpal wanted to talk about computing, life, anything. All letters answered, hope to hear from you very soon. Colin Edwards, 18 Donald Road, West Croydon, Surrey CRO 3EQ
For sale: Steel Sky, Historyline, UFO £15, Dune, PM2, Legacy of Sorasil, F1GP, Pirates £7.50, Ultima 5, Utopia, Powermonger £5. Matthew Buchan, 34 Wellington Road, Camborne, Cornwall, TR14 7LQ

16 year old female wants pen friends, male and female. 16+ send a photo, definite reply. Louise Henderson, 43 Latimer Road, Darlington, Co. Durham, DL1 2AE
Amiga 1200, 240mb hard disk, magazines and over £200 of software. Ali (01527 541520)

Amiga software and magazines for sale at low prices. Write for printed lists. Also video plus for sale. £25+ ono. Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2

For sale: Sabre Team, Lords of the Realm A1200 £10, Embryo £9, Zeewolf, Starlord, Bump n Burn, Legends of Valour, Kingmaker £8, Sportsmasters, F1 Masters £7, Brutal football, Nick Faldo, Chaos Engine, Links £6, Wanted: F16 Combat Pilot. Phone John 01983 866900

Starting PD library. Anybody with any info write to: Peter Bancroft, 49 Springrove Rd, Kings Worthy, Winchester, Hants, SO23 7ND
Sega Game Gear for sale, 4 games including Sonic, carry case and mains adaptor. All in good condition. £70 ono. Gareth 01900 823802

Wanted: Superfrog for Amiga 500. Greg Ablett 01491 681 691

A1200 for sale. Many games, 300 coverdisks, everything boxed as new, Dynamite Pack with joystick, various mags best offer takes all. Terry Phillips, 35 Mercury Way, Leighton Buzzard, Beds, LU7 8U7. 01525 384352

Settlers, Sim City £15, SF2, RVF Honda, Bonanza Bros £7-10. Ring Matt 01606 553778

I will swap UFO, Cannon Fodder 2 for Theme Park or Shadow Fighter. Andrew 01797 222638

Amiga 1200 Desktop Dynamite pack (in good condition) for sale + Mortal Kombat 2, Monkey Island 2, Lemmings

2, Syndicate - also includes blank disks + zipstick joystick. Will sell the lot for £290 ono. Alex 01488 668 209

Amiga penpals wanted M/F. Write as soon as possible to Carl Scumacher, 41 Hamilton Drive, East Acomb, York, YO2 4DW

Amiga 600 penpals wanted to swap music, demos, graphics, software, utils, anybody welcome except Sunderland fans and farm animals. Write soon! Stephen Reed, 33 Egerton Road, South Shields, Tyne & Wear, NE34 0QH

For sale, Amiga games, twelve top titles in excellent condition £10 each. Phone for list. Neil 01732 870965
PC1204 4mb memory expansion for A1200. Will take FPU £100 (no swaps) Tel 01382 535311 and ask for Scott Cheethams
Will swap Dracula, Soccer Kid, Club Football for Theme Park and Sim City or will sell for £15 each. Paul Harrison 0161 282 7759

PD contacts wanted. Write to Jonathan Blackburn, Longridge, Potters Bank, Durham, DH1 3RR
Sell Arabian Nights £10, Walker £5, The Settlers £10, Arcade Pool £5, Alien Breed 2 £10, Jurassic Park £5, Speedball 2 £2, F17 Challenge £2, Mortal Kombat £5, PGA Euro Tour £10 plenty more games at all prices! Robert Pike, 16 Harston Burritt Rd, Kingston Upon Thames, Surrey, KT1 3HT

A500 with upgrade with two joysticks, 50 boxed games, approx 150 unboxed games and demos, sell for £175 ono. Ricky Parrish 01273 487664
Anybody want to buy Frontier: Elite 2 or Realms, both for A500 £10 each. Micheal 01226 750186

Swap my Hook, F1 Grand Prix, T2 and Chaos Engine (no box or manual) for your UFO or Space Hulk for the A600. Phone between 6 and 9 and ask for Kevin. 013656 32103

For sale, FIFA Soccer, Football Glory, Super Stardust £10 each, Club Football, Goal!, Flashback, Elfmania, Kick Off 3, Champ Manager 94, Street Fighter 2, European Champs, Soccer Kid £7 each or any two for £12 All boxed, postage included, phone Rugby 01788 570157 after 6pm

If you want to swap PD then write to me! I have plenty of new games and plenty of utilities. A Birch, 17 Brutasche Terrace, Street, Somerset, BA16 0BD

PD contacts wanted. Write to Jonathon Blackburn, Longridge, Potters Bank, Durham, DH1 3RR

Do you have a love for A600's and Indie? I'm 14 and looking for a penpal with same interests m/f. Write to Claire Moncrieff, 9 Chargrove Walk, Aylesbury, Bucks, HP21 8NT



CD32 contacts wanted. 100% reply worldwide to swap games. Write for list. Chris. PO BOX 8328, 10010 Athens, Greece

Amiga 1200 for sale & 48 games, 10mb ram, 210 mb H/D, 40 mhz maths co-processor, Zappo CD Rom drive & 9 CD's, 2 external 3 1/2" drives & Star LC24-10 Printer. £1400 ono. Items can be sold separately. Call after 8pm on 0181 397 4969
Amiga 1200, perfect condition £250 includes P&P, monitor, colour stereo £110 500 1mb £80, phone 01322 664136

Monkey Island 1 and 2 sell £10 each or swap for UFO or Theme Park Phone Daniel on 01209 890264

For a list of over 480 printed cheats send a SAE plus 30p (for printing) to Kristian Rohland, 99 Monteagle Drive, Kingswinford, West Midlands DY6 7RZ

Soccer Saturdays play by mail. To join just send SAE to Chris Ford, 91 Bradshaws, Hatfield, Herts, AL10 9QW

Will swap Indy 500 or Road Rash for Flashback. Please phone 01305 269662 after 3.30pm

Amiga contacts wanted. 120% reply. Send list to David, 1 Shirley Court, Dorchester, Dorset, DT1 2LS

I will swap Amiga and Spectrum games for any Amiga or Spectrum magazines or Amiga and Spectrum games. Please write for a list of my games. Mr George Lederer, 3/b, Dunadulo Street, 1212 Budapest, Hungary

Urgently wanted: Space Ace 1/2 and the Dragon's Lair trilogy. Will pay £5 for each contact John Robinson, 18 Burside Road, Gretna, Dumfrireshire, DG16 5AD

Advertisements in the world famous Swap Shop are free, and all we ask is that you keep them reasonably short. Otherwise we probably won't be arsed typing them in. It's probably best if you write really neatly as well, because we'll probably chuck untidy ones away. Nice one.

Name

Address

Telephone

Age

Please tick which you wish to be printed:

☐ Telephone

☐ Address

Send to: Swap Shop, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP



September Poster of the Month: Horse (Again)

**My God! Not only have the
reviews run dry but the
posters have too!
Where will it end?**

Er... here, soon, probably.

**AMIGA
ACTION**

CUT OUT AND KEEP
Stop complaining! If we knew what was in going to be in the next issue we wouldn't be doing this. On sale August 31, okay?



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BUSINESS SOFTWARE

- B134.....Ami Cash.....Best accounts package around
B136.....Amibase Prof.....Excellent database
B140.....Text Engine.....Excellent word processor
B153.....File-a-fax.....As it sounds
B154.....QED.....Beginners word processor
B165.....A-graph.....Creates bar graphs
B175.....Text plus VERSION 4.....Excellent word processor
B178.....(2 Discs) Analitic ALC.....(2 Discs) Best spreadsheet available
B232.....Cheque Book Account.....Keep tabs on your expenditure
B240.....Little Office.....Word Processor, Database & Spreadsheet
B242.....Budgets 1.34.....Accounts Manager
B323.....Onform.....Invoice maker
B330.....Easycalc.....Excellent spreadsheet

EDUCATIONAL

(N.B. This includes some games)

- E033.....Education 1.....Learn German
E164.....World Databank.....Creates maps of the world
E180.....GCSE Maths.....Syllabus taught disk
E185.....Astronomy.....Calculates positions of planets
E193.....Astronomy.....A total concept disk
E194.....Total concepts.....Learn about dinosaurs
E234.....Colour The Alphabet.....Educational spelling game
E271.....The Highway Code.....All you need to know
E023.....Electronic Train Set (1 meg).....Construct own train set
E043.....Learn and Play 1.....Good for the kids. Blackboard maths. etc.
E044.....Learn & Play 2.....More fun for the kids
E061.....Pick up a Puzzle (2 disks).....Fit the pictures
E079.....Treasure Hunt.....Great Kids game
E086.....Wraithed One.....Good general knowledge quiz
E088.....Pair Crazy.....Good puzzle game for kids
E271.....Dinosaurs.....Quiz on Dinosaurs
E298.....States of Europe.....Information on this continent. Good
E299.....Communicate.....Learn how to use sign language
E301.....Japanese Tutor (2 disks) (N).....Learning disk
E311.....The Internet.....A guide to the Internet
E312.....Learn French.....French verb tester
E315.....Learn & Play 3.....Education & Games
E331.....Jigsaw (2 disks).....Match the Pieces into a Jigsaw

CREATIVE + GRAPHICS

- C128.....V12 Clip-art.....For use with D-Print/D.T.P. programs
C130.....Label Designer.....Various label printers
C142.....Super Fonts.....Lots of Super Fonts
C186.....S-Movie.....Video text editor
C189.....Magnetic pages.....Create a disk magazine
C190.....Shadow demo maker.....Create your own demo
C197.....Clip-art.....Stars/Logos/Explosions etc.
C198.....Clip-art.....Valentines and weddings
C201.....Clip-art.....Sport
C206.....ABC Adventure Creator (N).....Create your own adventure games
C230.....Illinois Labels.....Label Printer
C231.....Audio Animation Studio.....Create Cartoons
C236.....Word Power.....Solve crosswords & anagrams
C256.....Print studio.....Multi purpose printer utility
C258.....Garden designer.....Create your own garden excellent graphics
C263.....League Database.....Easy-to-use football editor
C322.....Lion King (3 disks).....Good Disney clip art
C331.....Signature Creator.....Customise your signature

MISCELLANEOUS UTILITIES

- M176.....Superduper.....Disk copier
M210.....Pools Pools Version 2.....Work out your winnings
M233.....Engineers Kit.....Check your Amiga System
M244.....Lockpic V2.0.....Uncover copy facilities
M245.....Relo Kick V1.4.....Latest D Grader for A1200
M259.....Easy Spell.....Spell checker/helper
M262.....Essential Virus Killers.....Kills all the latest viruses
M299.....Tee to Green.....Excellent golf-scorer
M310.....Personality Analysis.....Type in answers to assess yourself
M311.....Cop the Lot Pro.....Updated lottery helper
M332.....Virus Checker V6.5.....New updated killer
M333.....Disk Repair Kit.....Salvages damaged disks

DEMOS + RAVE

- D058.....Enterprise leaving dock.....Famous animation
D075.....Girls of sport.....Pretty shots of talented girls
D099.....Jesus Loves Acid (N).....Brilliant!
D166.....Star Trek Animations.....Anims. of USS Enterprise
D177.....Star Trek Animations.....Agatron no.17 More like above. Good
D287.....Calendar Girls.....Slideshow
D312.....Rave Vision.....Rave music & Graphics
D314.....Nine Fingers (2 disks).....Good. Sequel to State of Art

MUSIC

- M032.....Godbrain Loves the World (N).....Acid-house magic
M081.....Miami Vice.....Crockett theme remix
M082.....The Power.....Classic track
M084.....Pink Floyd.....The Wall remix
M093.....MC Hammer.....Can't touch this
M094.....Guns 'n' Roses.....Pictures & Music
M302.....Wigfield.....Saturday Night mix
U244.....Sound Tracker Samples (4 Disks).....100's of sounds for sampling
U249.....Sound Effects.....Different samples for music making
U062.....House Samples.....Drums & Synthesizers etc.

ADVENTURE GAMES

- Ad005.....All New Star Trek (2 drives, 2 disks) USS Enterprise classic. Best one
Ad007.....American Star Trek (2 drives, 2 disks) (N).....Graphic adventure
Ad014.....Adventure Solutions (2 disks).....Loads of hints of commercial games
Ad019.....Dungeon Delver (2 disks).....Difficult adventure quest
Ad065.....Pixie Kingdom (2 disks).....Tricky adventure game. Good
Ad222.....Neighbours Adventure.....(2 disks) Bring Paul Robinson to court
Ad223.....Wizard Wars.....Graphics Adventure
Ad245.....Iron Clads (2 disks).....Graphic adventure
Ad326.....Wibble World Giddy.....Really good platform game
Ad421.....Glassback II.....Very good platform game

ARCADE GAMES

- A010.....Breakout.....Classic bat & ball game
A011.....Blizzard.....Horizontal shoot-'em-up. High quality
A024.....Eat Mine (N).....Emerald Mine Balderdash game
A074.....Snakepit.....Eat the food to survive!
A165.....Super Skoda.....Car racing game
A171.....Top Secret.....Quality platform game
A207.....Flagcatcher.....Find the flags. Very addictive
A209.....Games Galore Ten (N).....14 excellent games
A215.....Battlements.....Hunchback game
A243.....Tetren.....Excellent Tetris clone
A247.....Quiz Master.....Quiz which includes Editor
A255.....Amos Games.....5 Games including Glassback
A297.....Fruit Salad.....Shoot the Fruit
A327.....Tetris Pro.....Tetris game with exceptional variants
A338.....Project Buzz Bar.....Excellent asteroid type game
A340.....Depth Charge.....Submarine game
A341.....Earth Invader.....The best space invader game
A401.....Assassins 219.....Chopper Attack, Route 66, Gimme 5
A402.....Assassins 220.....Age of Rock, Commando Raid, Hearts

- A403.....Assassins 218.....Bomber 2000, Black Dawn
A404.....Assassins 217.....Mangled Fenders, Maze and Cubik
A433.....Harry Haddock.....Really good platform adventure
A434.....Amiga Boy.....Console games on Amiga!

SIMULATIONS

- Sim013.....Bullrun (N).....American civil war game
Sim071.....Return to Earth (1 meg).....Space adventure
Sim102.....Simulation 1 (1 meg).....Recommended. 5 games including Metro
Sim109.....Wheel of Fortune.....TV Quiz, computerized
Sim124.....Napoleonic Warfare.....High-quality simulation
Sim139.....Battle of Britain.....Defend the nation
Sim143.....Card Shop.....Well presented card games
Sim217.....Act of War.....Excellent strategy game
Sim218.....Roulette.....Casino Classic
Sim220.....Sub Attack (N).....Also landmine + bomber
Sim224.....Strategic Games.....3 excellent games
Sim302.....Micro Market.....Stock exchange game
Sim410.....Island.....Excellent board-game. Build hotels & money
Sim414.....Diplomacy (N).....Classic, similar to Risk
Sim415.....War (N).....Top-quality 8-bit strategy
Sim158.....Total War (N).....Risk type game
Sim428.....The Shepherd.....Populous clone
Sim431.....Rags to Riches.....Become a millionaire

SPORT

- Sp170.....Amos Cricket.....Owzat!
Sp208.....Grand Prix Simulator.....Excellent
Sp210.....American Football Coach (N).....Manage a team for a Season
Sp256.....Slamball.....Management game of US football. Type Sport
Sp263.....Soccer Cards.....Simpistic league-based game
Sp299.....Top Of The League.....Addictive football management game
Sp307.....18th Hole (2 disks).....Excellent golfing game
Sp325.....Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
Sp337.....Super League Manager 2.....Updated soccer management game
Sp372.....Road To Hell.....Well-produced racing game
Sp373.....Wrestling (2 disks, WB2.0 upwards).....Good fun graphics
Sp376.....Unsensible Soccer.....Good football game
Sp429.....A Day at the Races.....Simple horse racing game

A1200 ONLY

- U235.....Sleepless Nights.....Compilation of A1200 utilities
U246.....Magic W/Bench.....Excellent W/B improvement for A1200
U321.....Chesmayne.....Chess text & pictures
U324.....Lottery Winner AGA.....Helps you to win!
U334.....AGA Killers.....Updated virus killer
D285.....Fairlight.....29 meg of graphics on one disk
D286.....No point of sale.....Stunning French demo
D289.....State Of Art.....Famous quality demo
D290.....Raving Mad Me.....High quality music video
D291.....Lethal Exit.....Stunning demo
D300.....Technotrack II.....More rave music
D301.....Retina.....Excellent Vector film demo
D305.....Tina Small.....Slideshow of model
D310.....AGA Mansell.....Nigel Mansell slides
D315.....Minomist Rave.....Great dance demo
D320.....How to Fail Your Driving Test Four Times.....Very funny
E300.....Speak & Spell.....Good for Learning Youngsters
G321.....AGA Klondike (3 disks).....Excellent patience card game
G322.....Giger Tetris.....Tetris clone
G323.....U Chess.....Brilliant chess game
G339.....AGA Megaball.....Brilliant breakout game
G372.....Mad Fighter.....2 player Street Fighter game
G414.....Motorola Invaders (2 disks).....Brilliant space invaders
G420.....Pssst AGA.....Arcade AGA game
G440.....Missile Over Zenon (2 disks).....3D missile command
G441.....To the Death.....Street fighter clone

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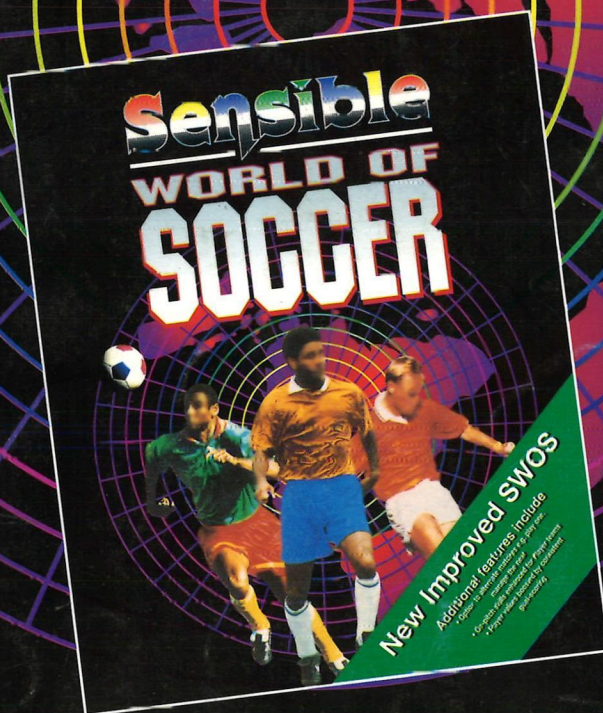
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"One of the finest games ever created." Amiga Magazine

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Gamesmaster



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"The best Amiga game ever."

Amiga Power

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"The best Amiga game money can buy." Amiga Computing

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- Goalies performance improved

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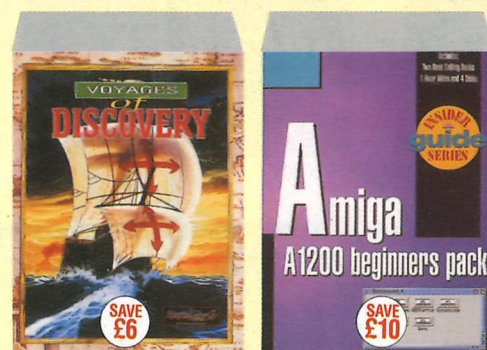
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